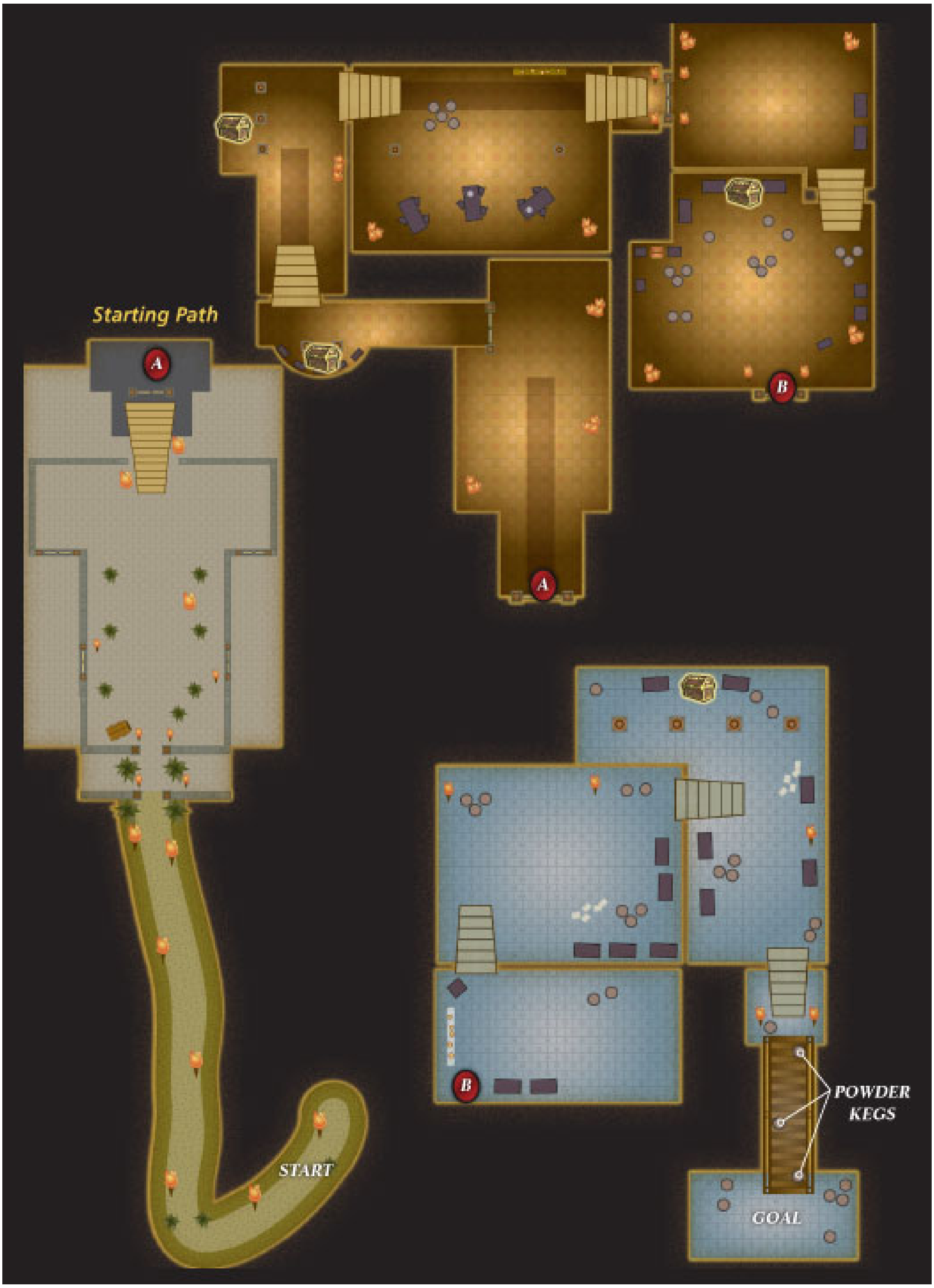
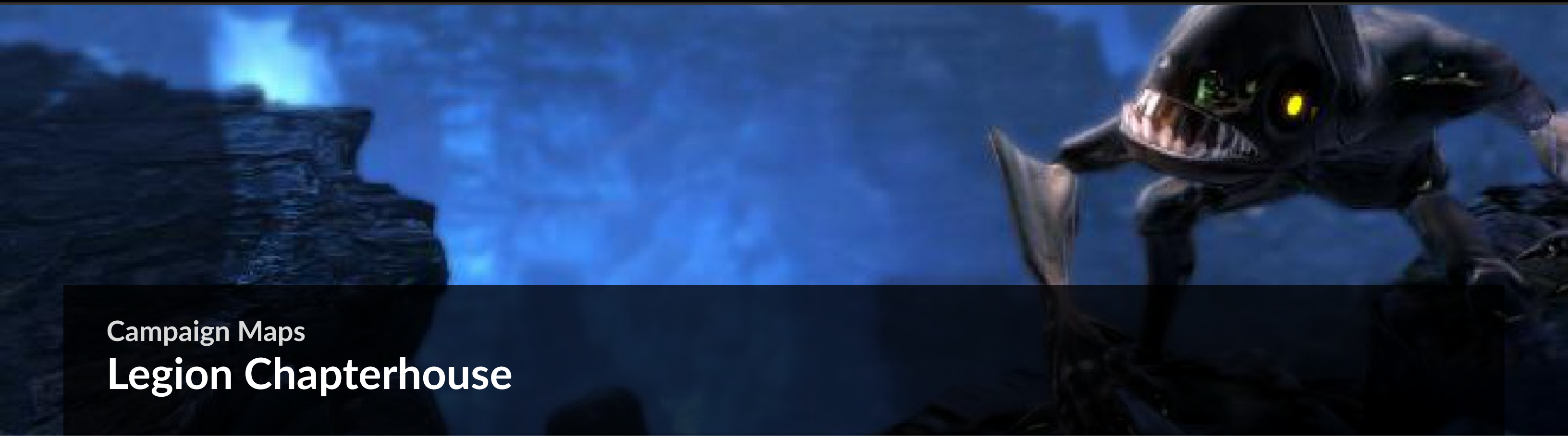
Campaign Maps

A Gathering in the North

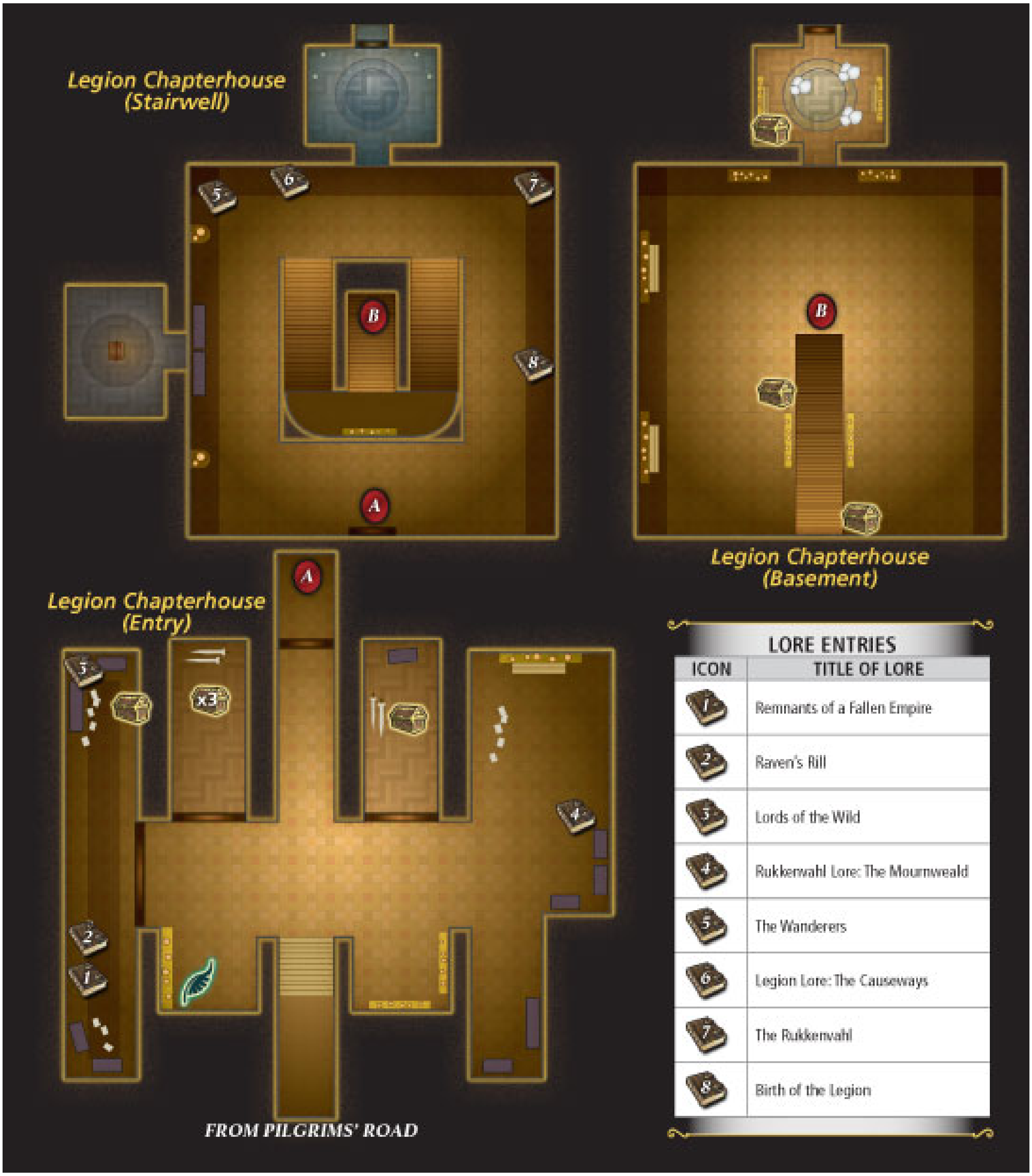
Montbarron Estate





Campaign Maps

Legion Chapterhouse


Legion Chapterhouse (Stairwell)
Legion Chapterhouse (Basement)
Legion Chapterhouse (Entry)
A
B
1
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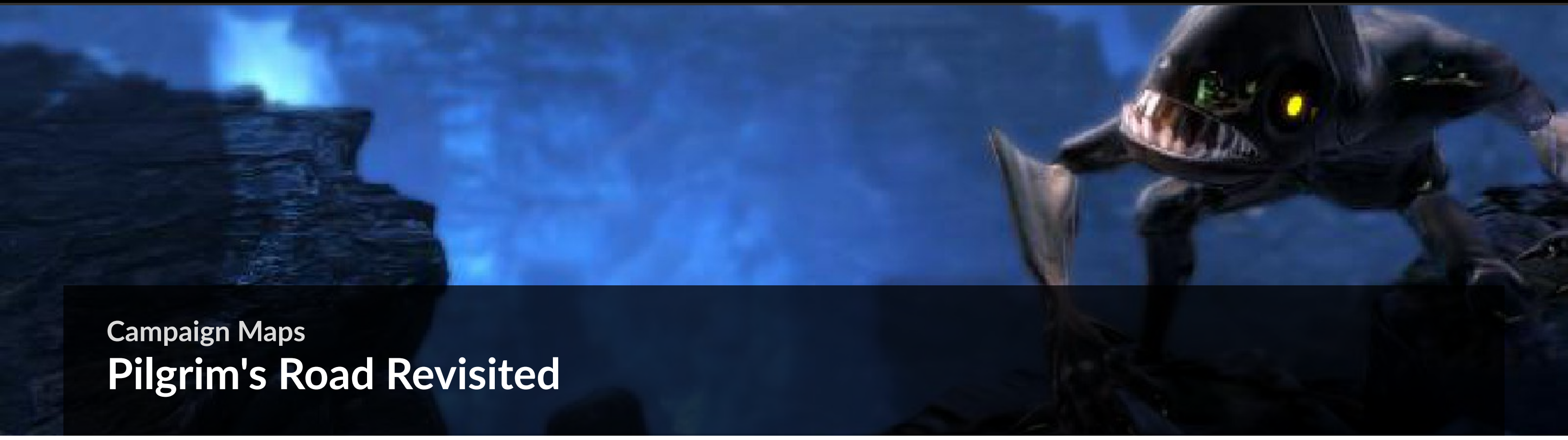
x3
FROM PILGRIMS' ROAD

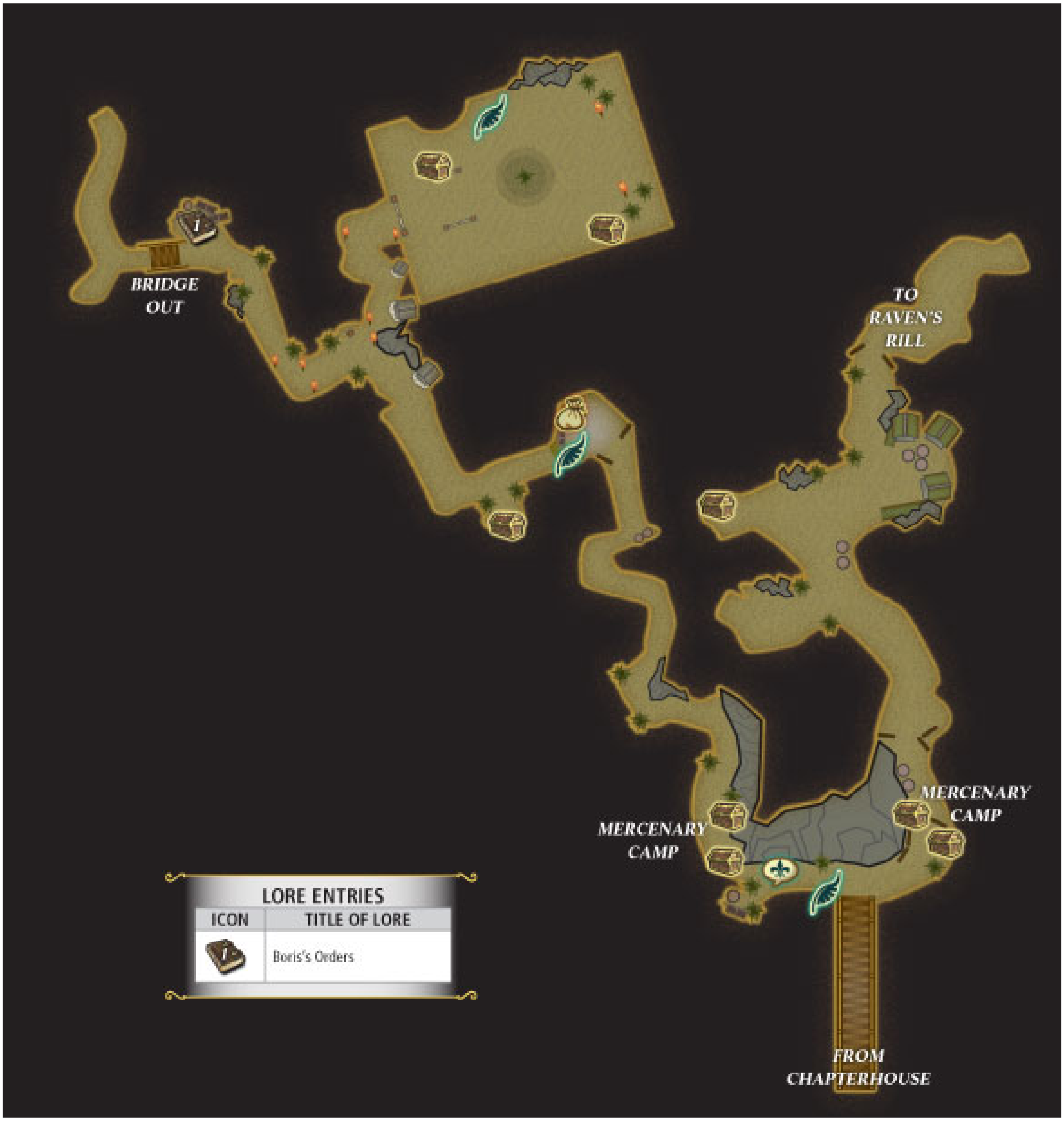
LORE ENTRIES

ICON	TITLE OF LORE
1	Remnants of a Fallen Empire
2	Raven's Rill
3	Lords of the Wild
4	Rukkenvahl Lore: The Mournweald
5	The Wanderers
6	Legion Lore: The Causeways
7	The Rukkenvahl
8	Birth of the Legion



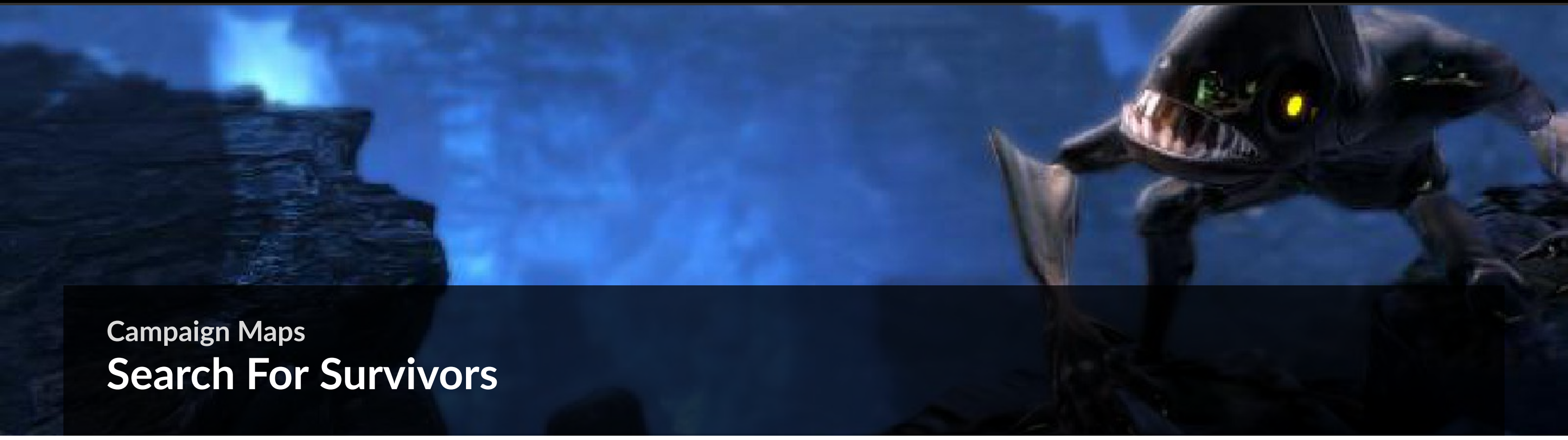
Campaign Maps

Pilgrim's Road Revisited

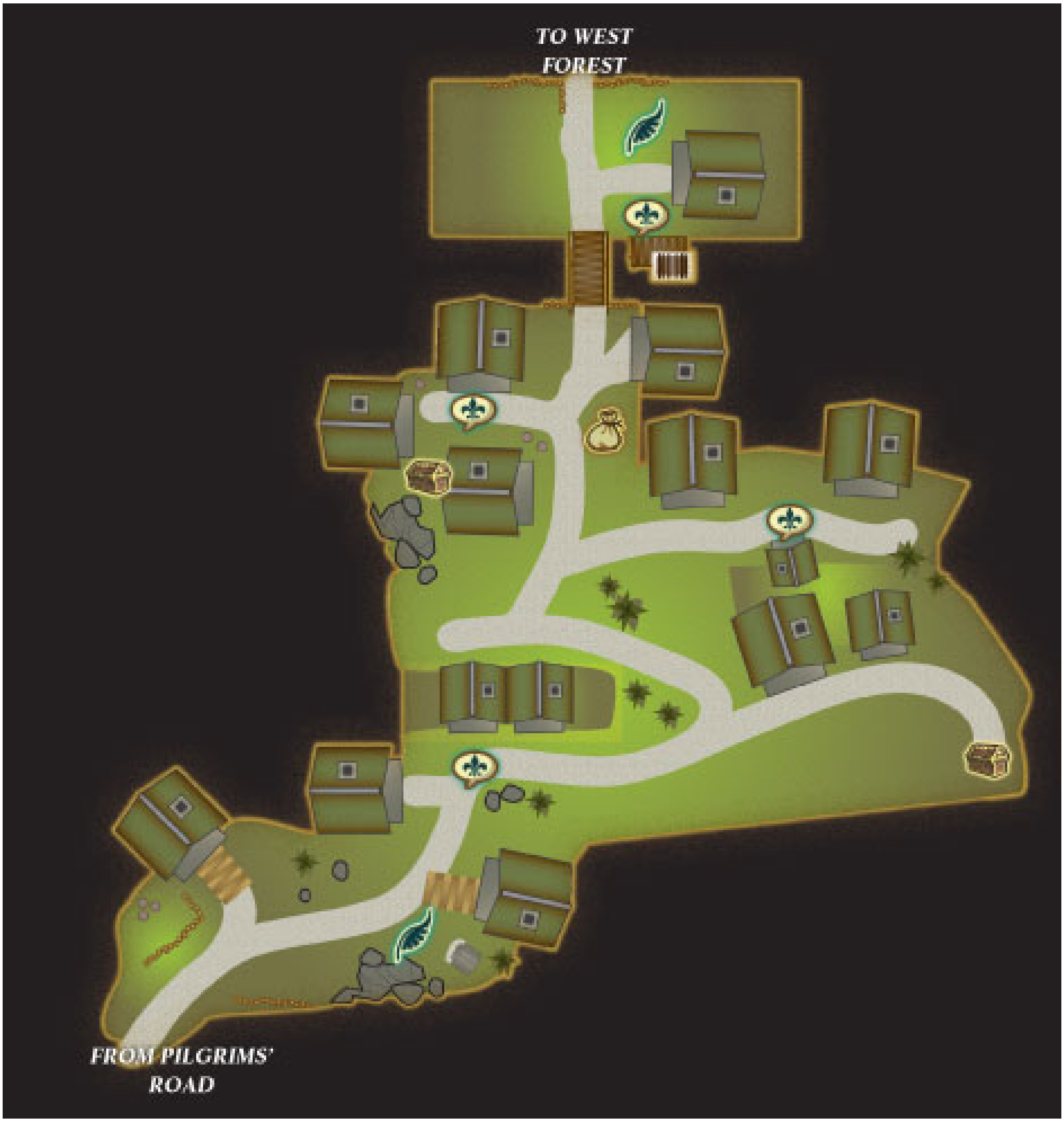


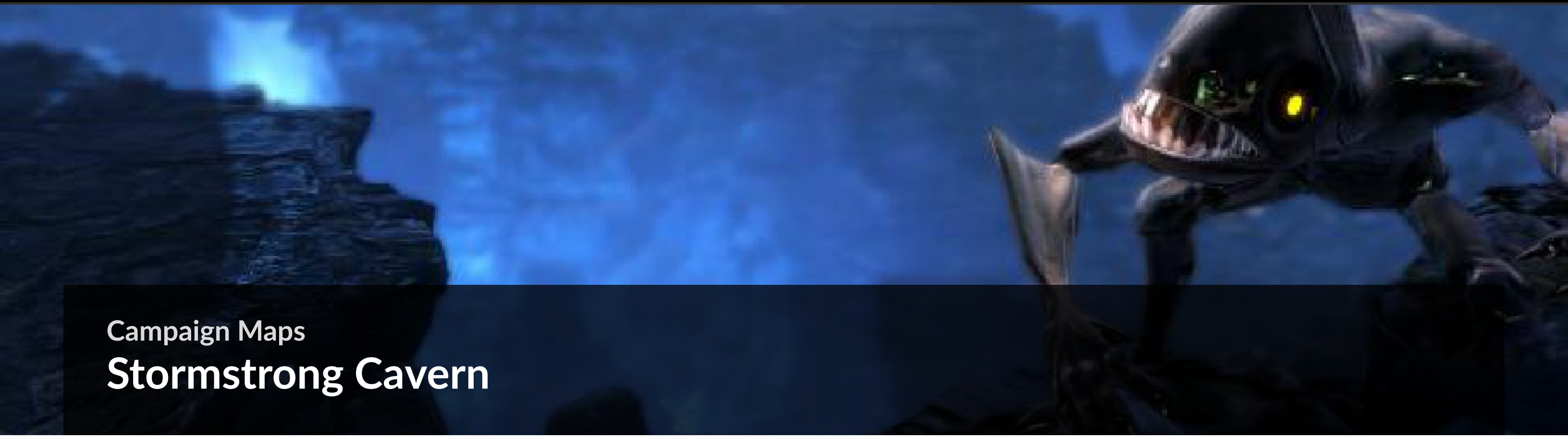
LORE ENTRIES

ICON	TITLE OF LORE
📖	Boris's Orders

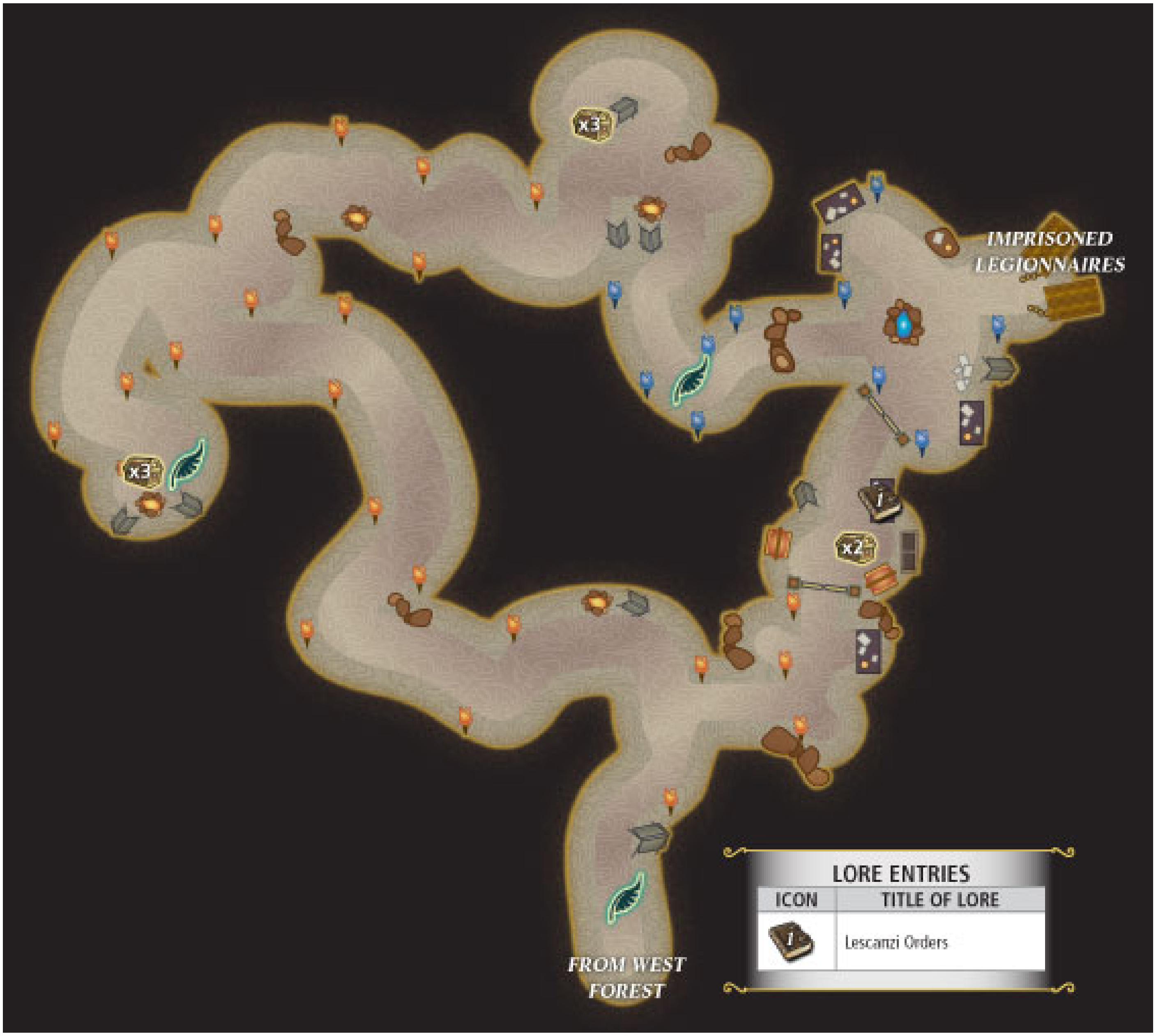


Lower Raven’s Rill



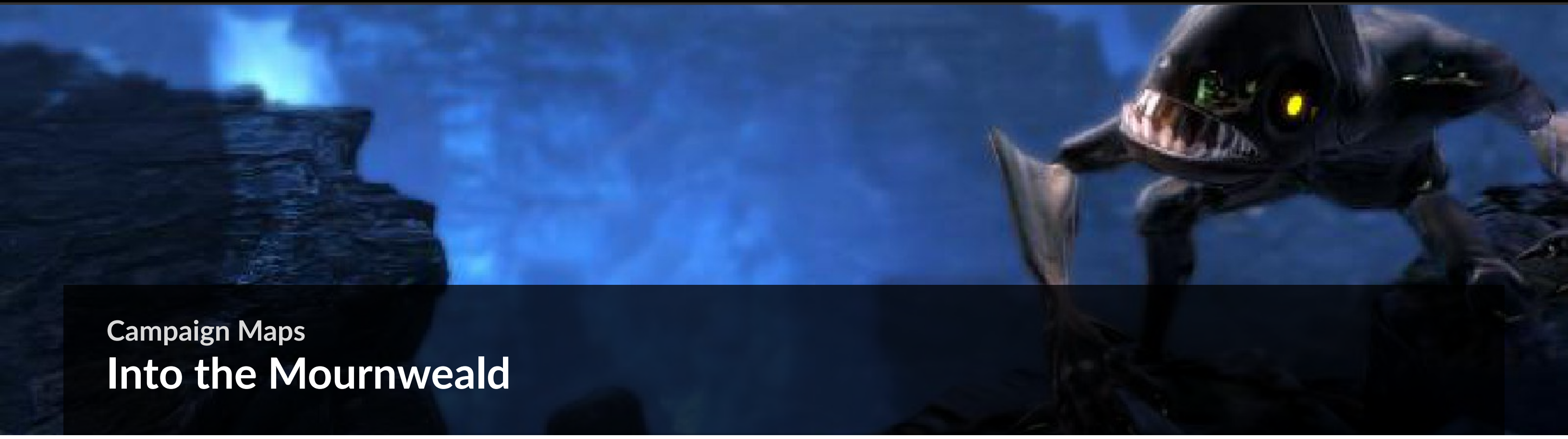


Stormstrong Cavern



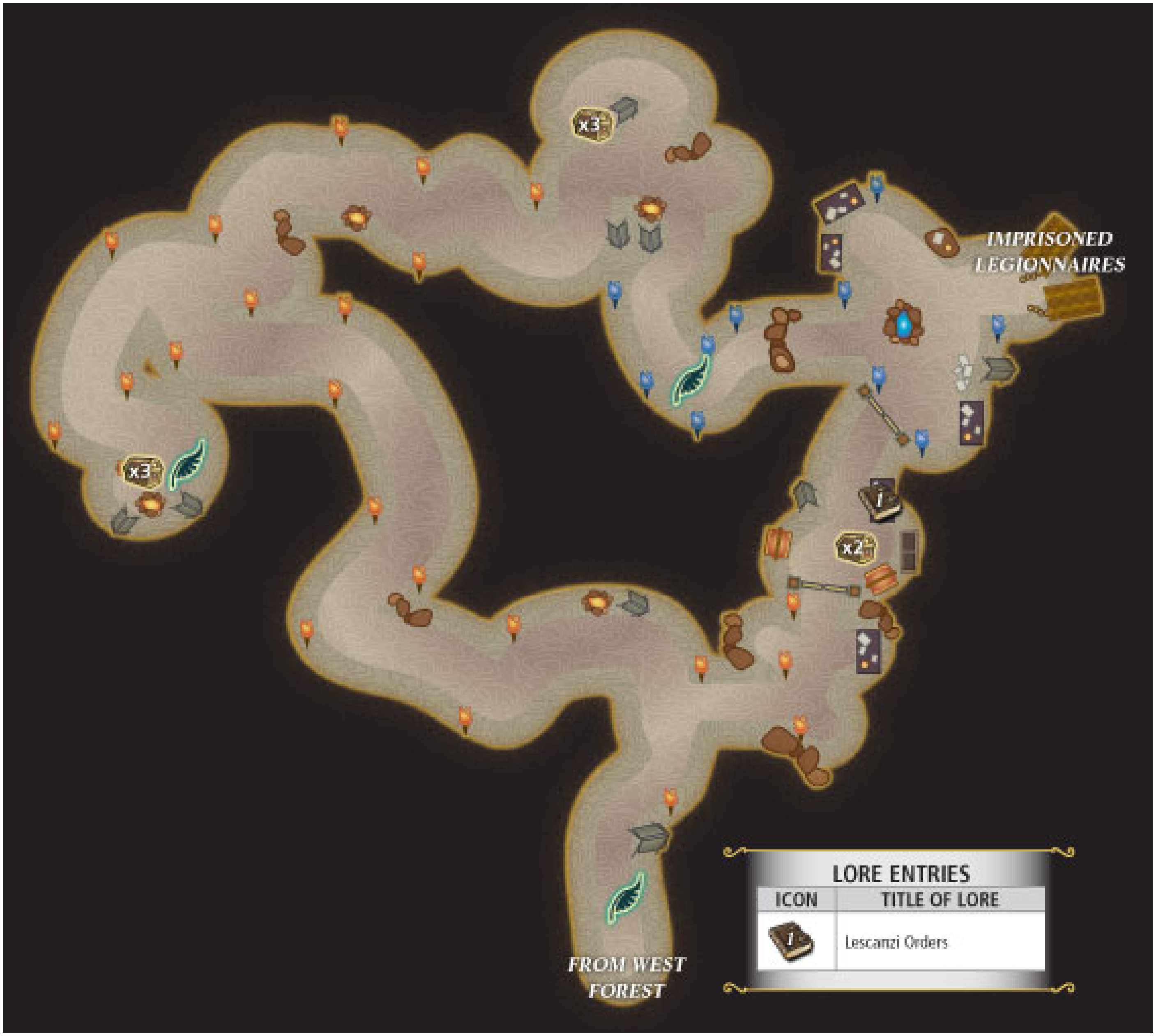
LORE ENTRIES

ICON	TITLE OF LORE
i	Lescanzi Orders



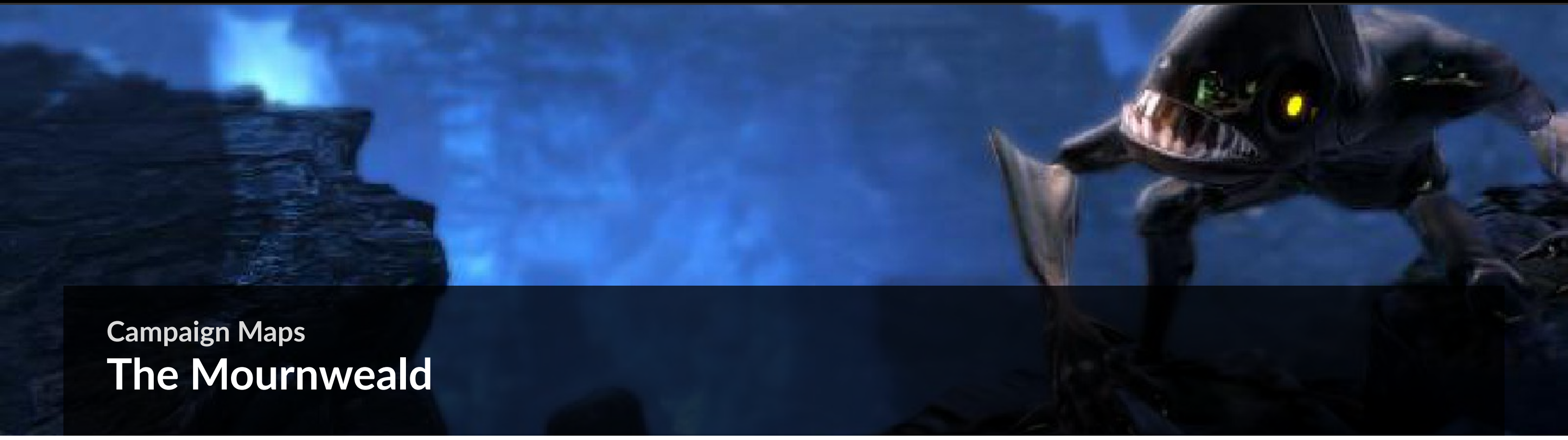
Campaign Maps

Into the Mournweald



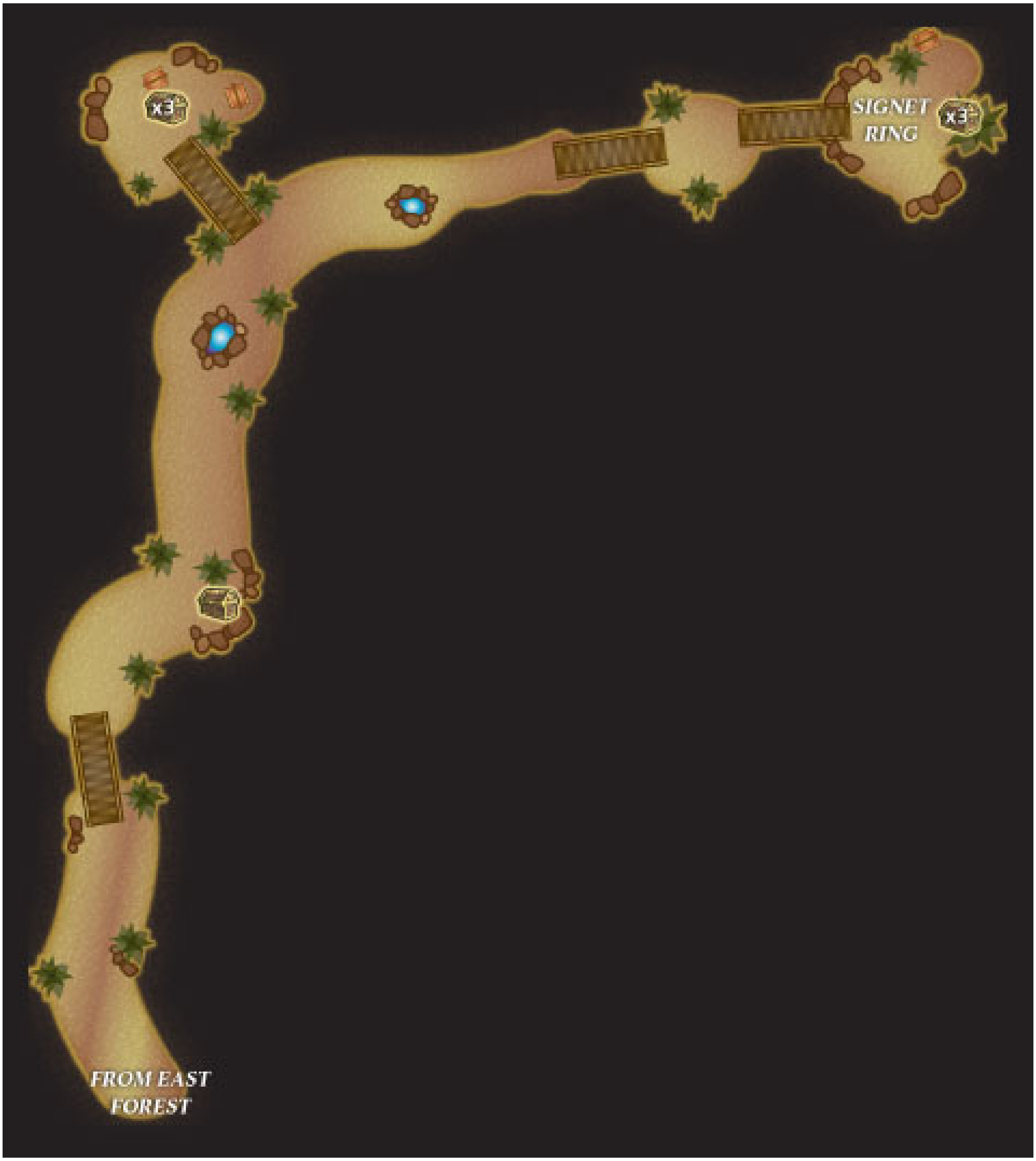
LORE ENTRIES

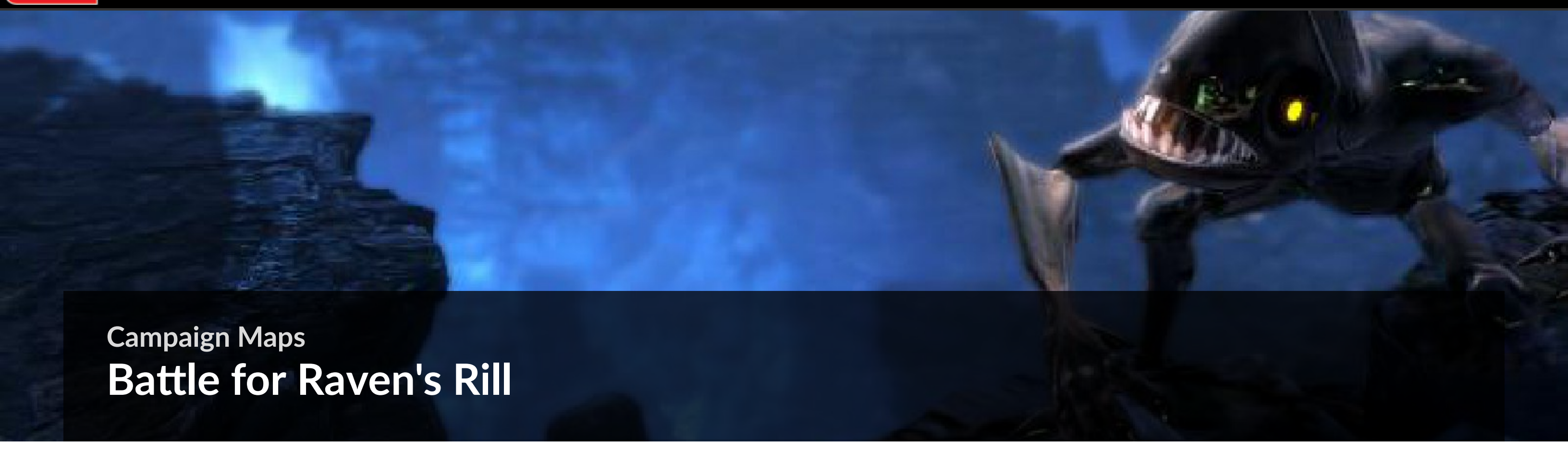
ICON	TITLE OF LORE
i	Lescanzi Orders



Campaign Maps

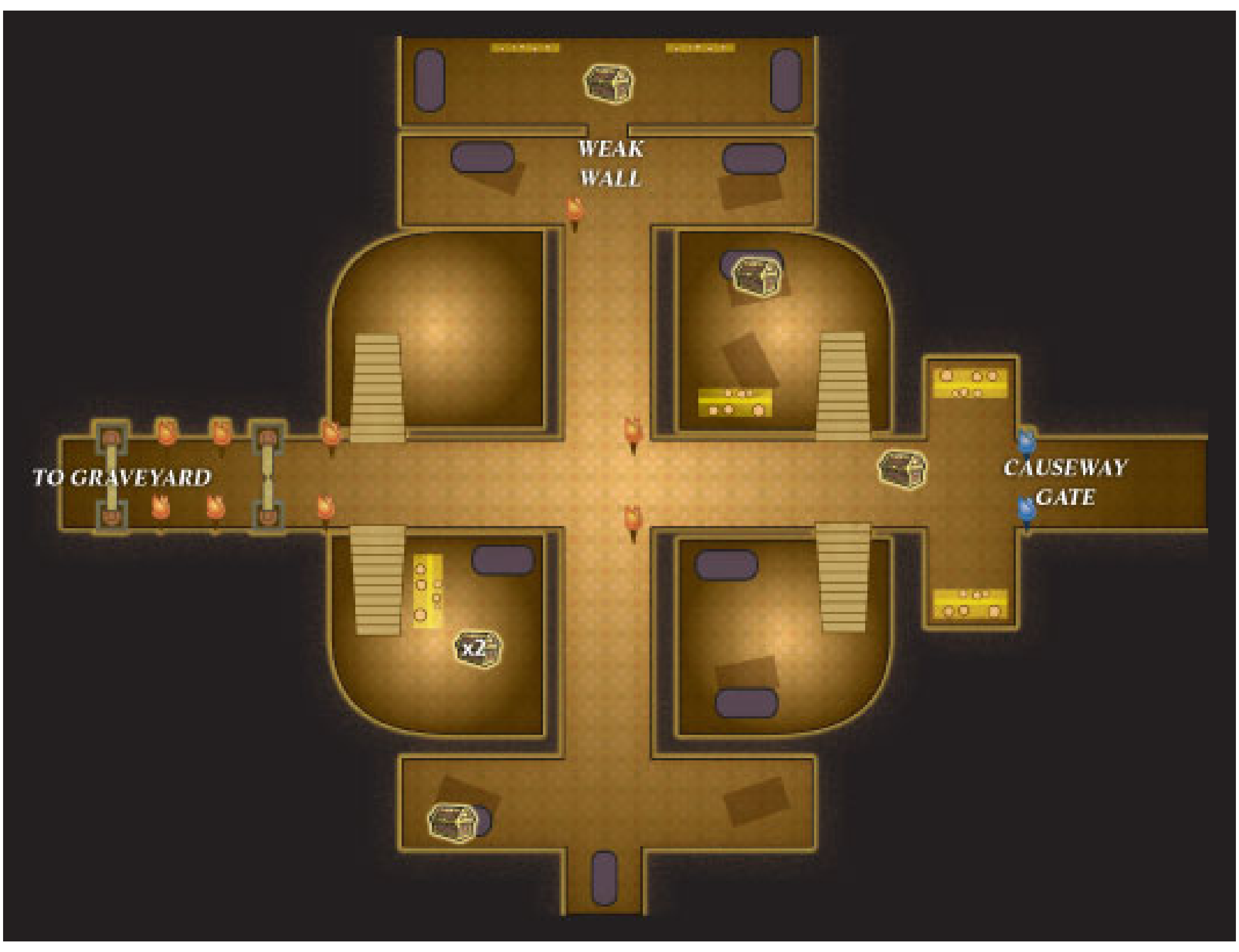
The Mournweald



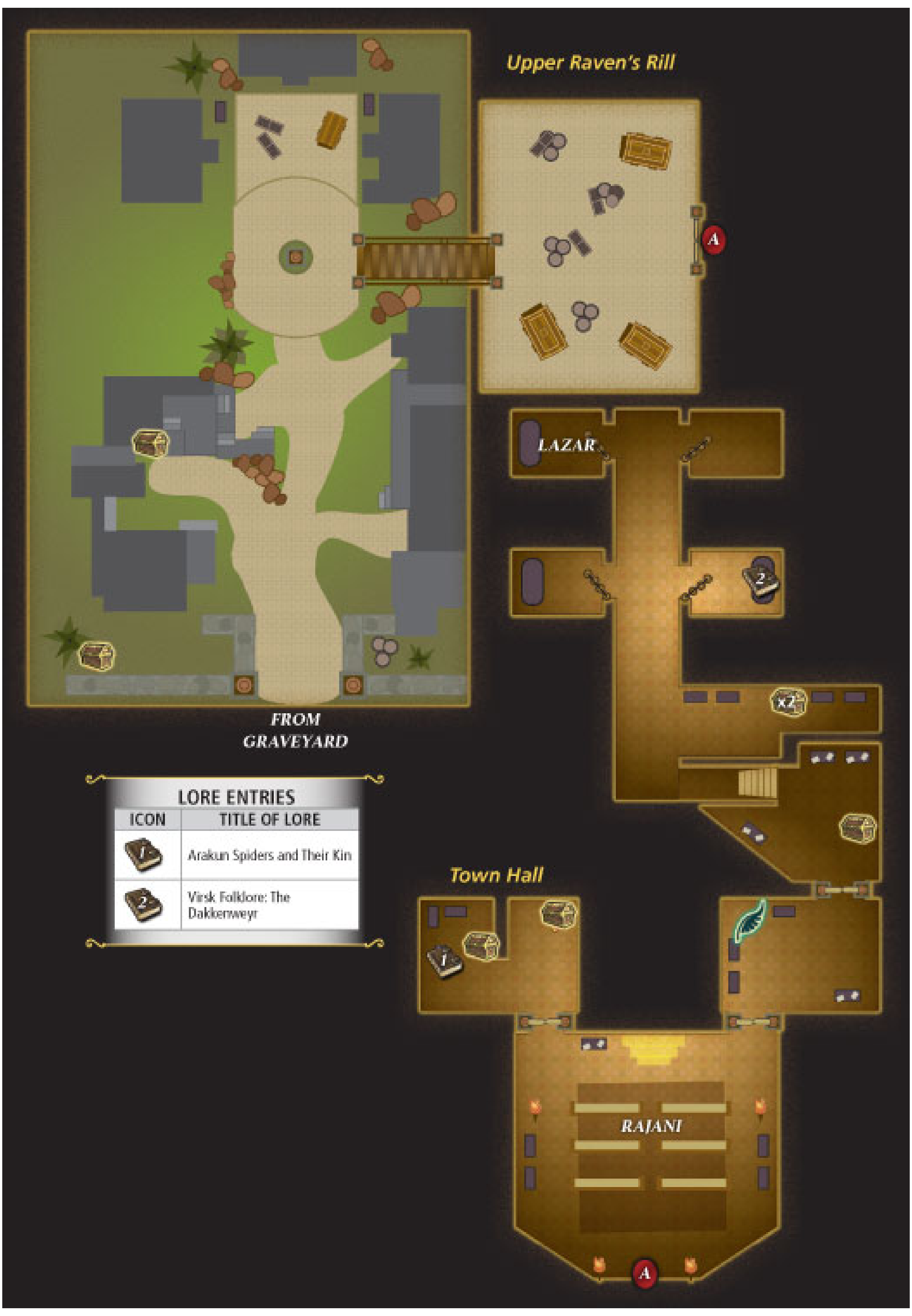


Battle for Raven's Rill

Gunderic Mausoleum



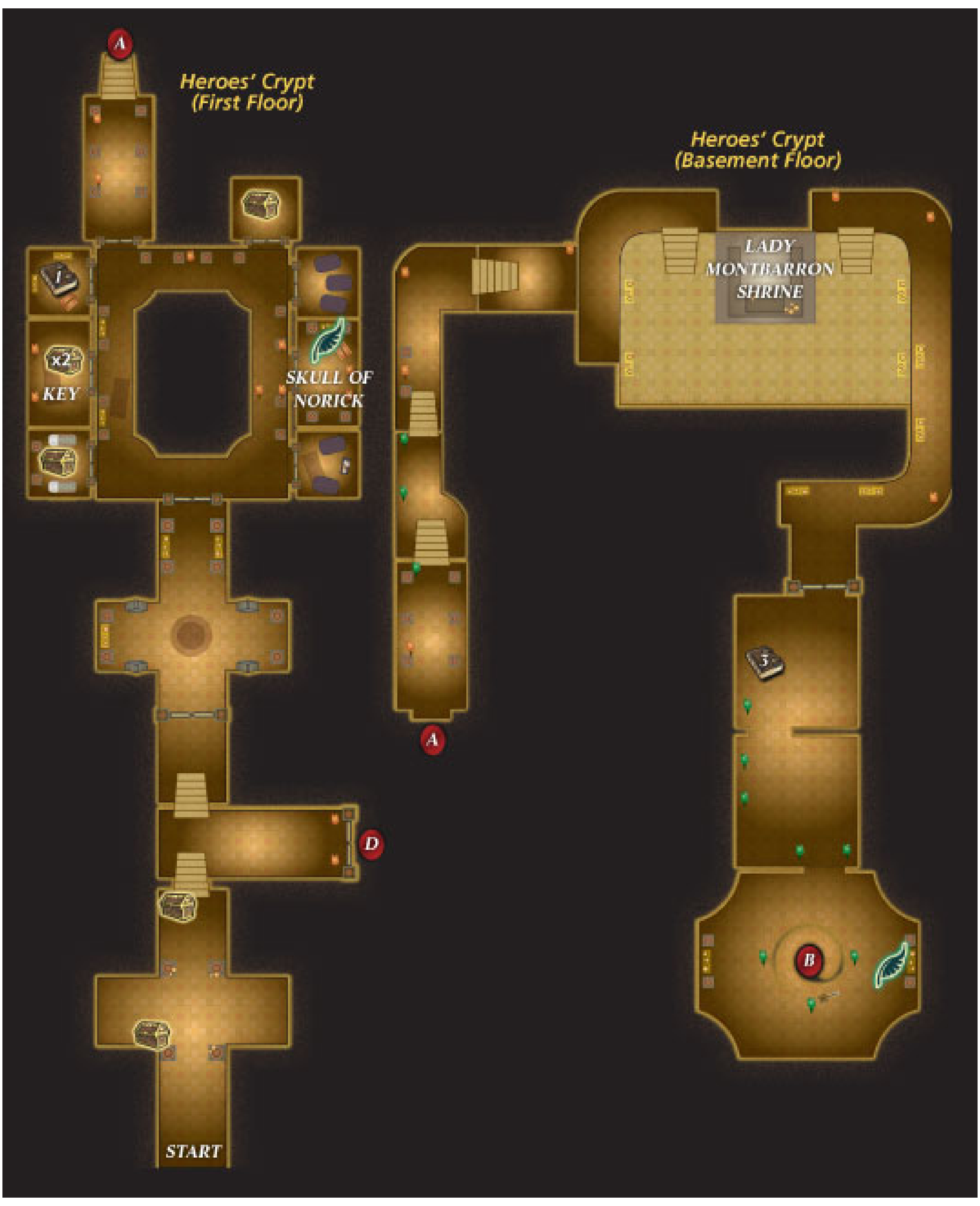
Upper Raven's Rill

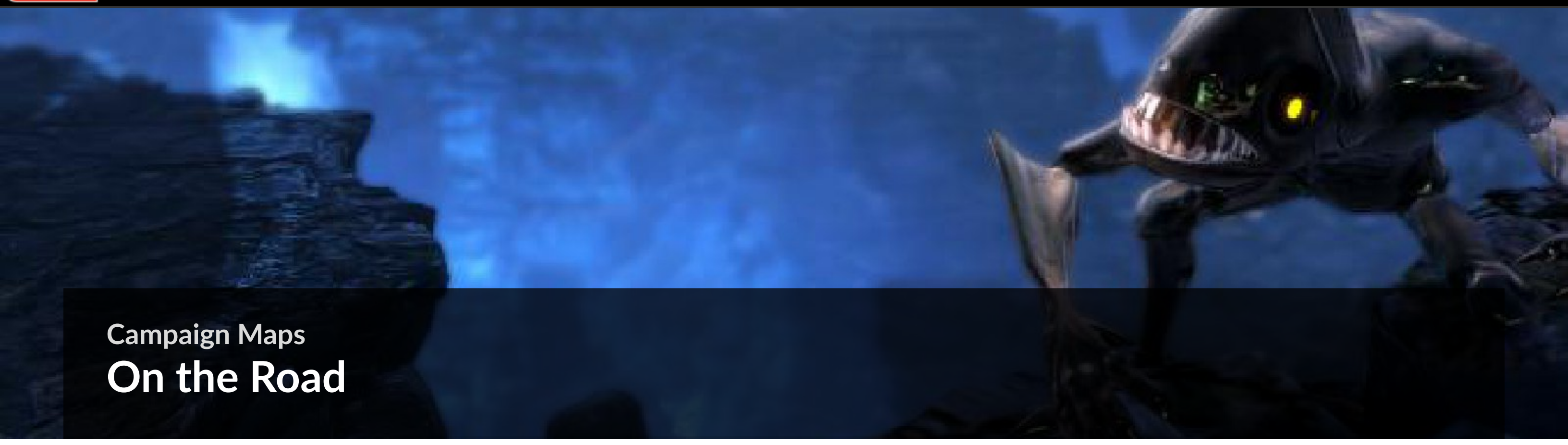


LORE ENTRIES

ICON	TITLE OF LORE
1	Arakun Spiders and Their Kin
2	Virsk Folklore: The Dakkenweyr

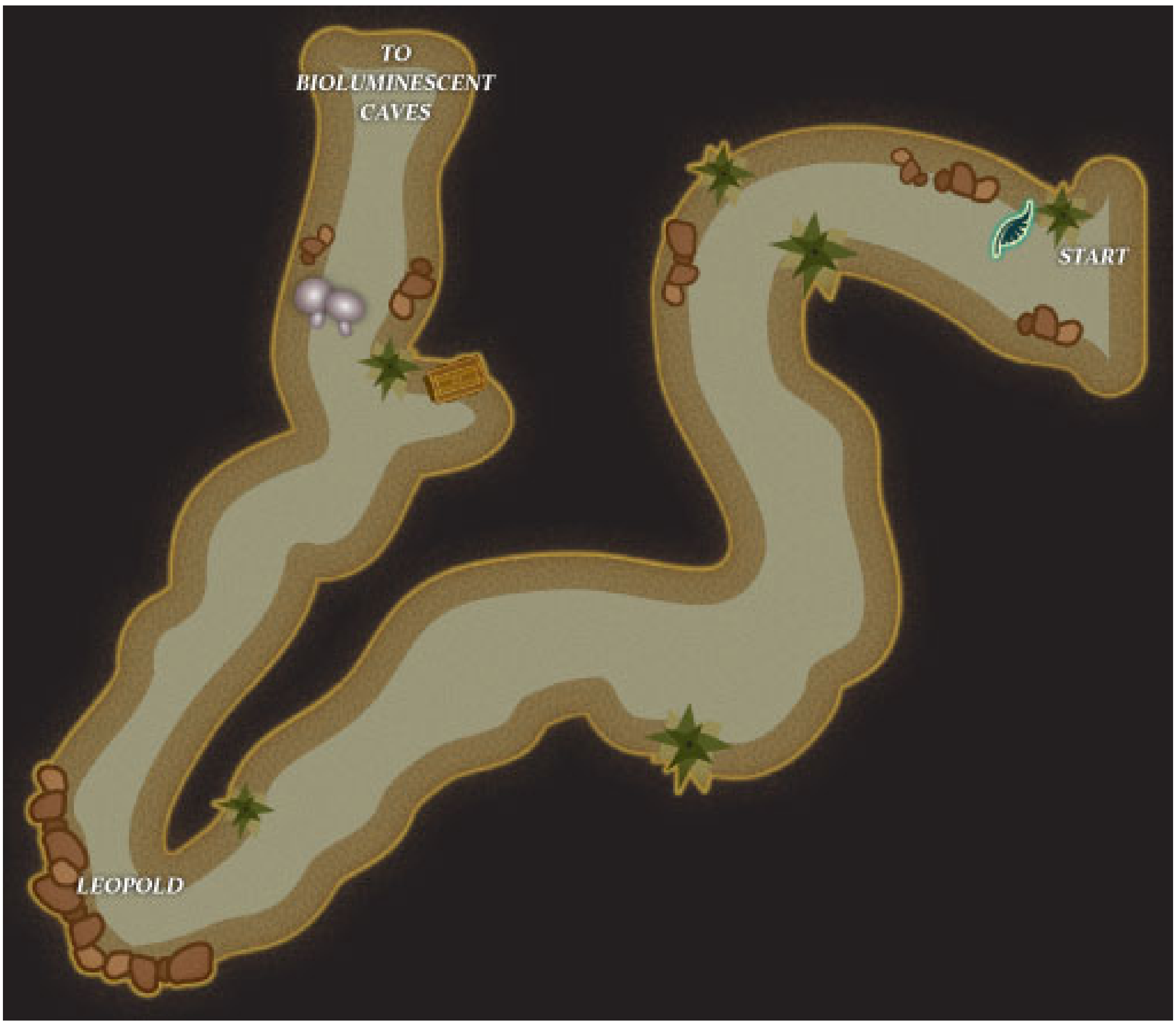
The Crypt





Campaign Maps

On the Road



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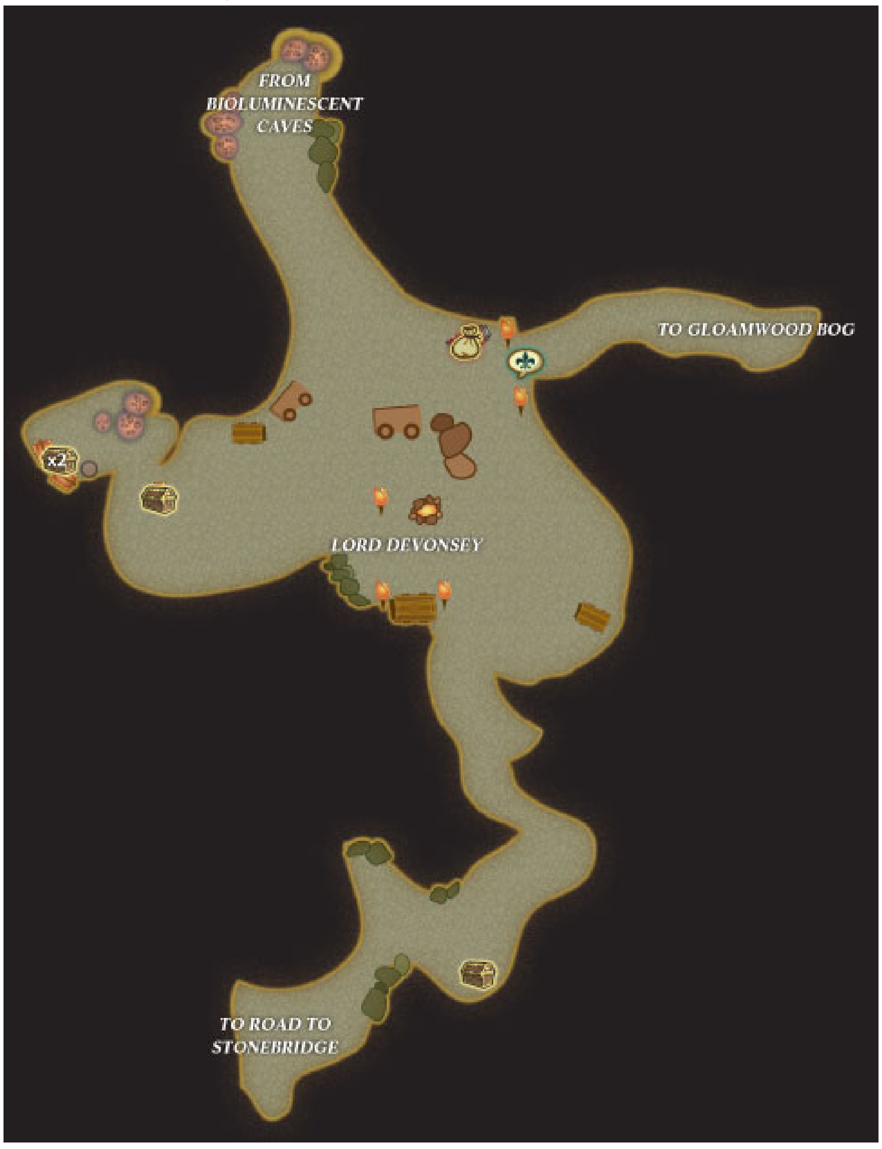
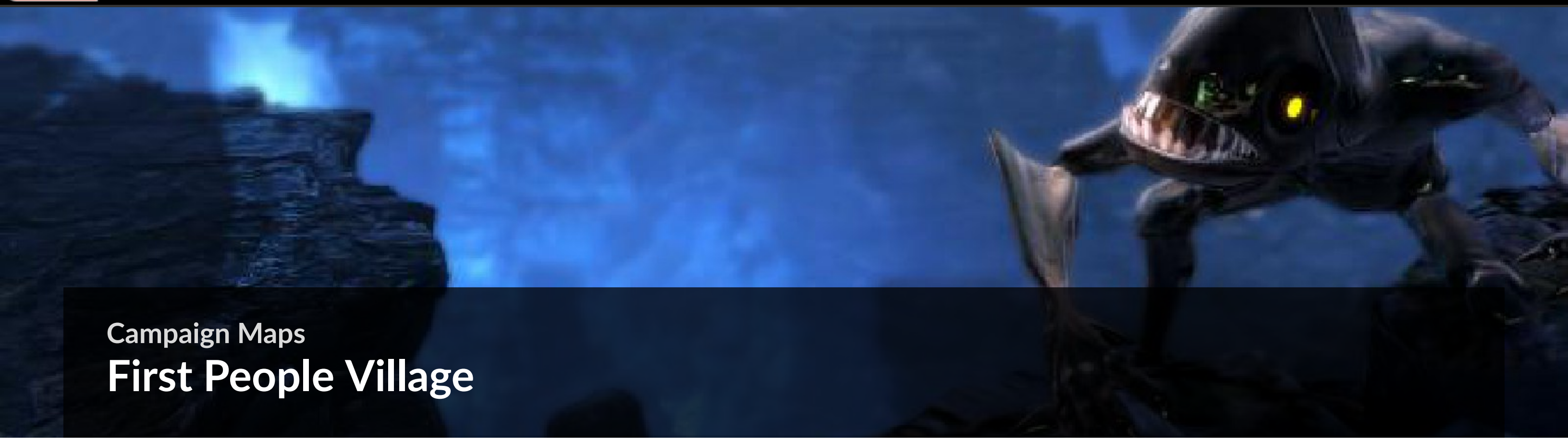
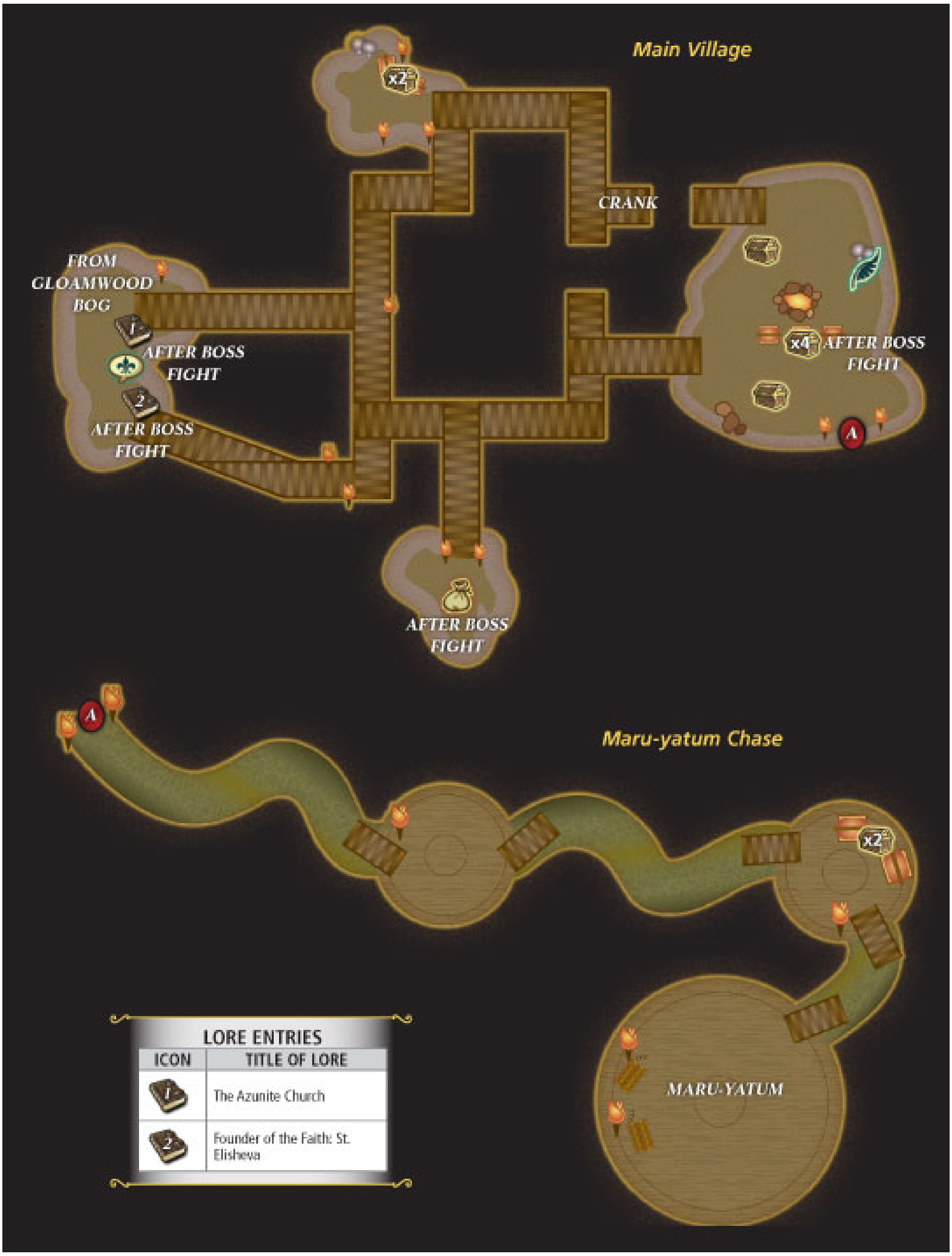




Campaign Maps

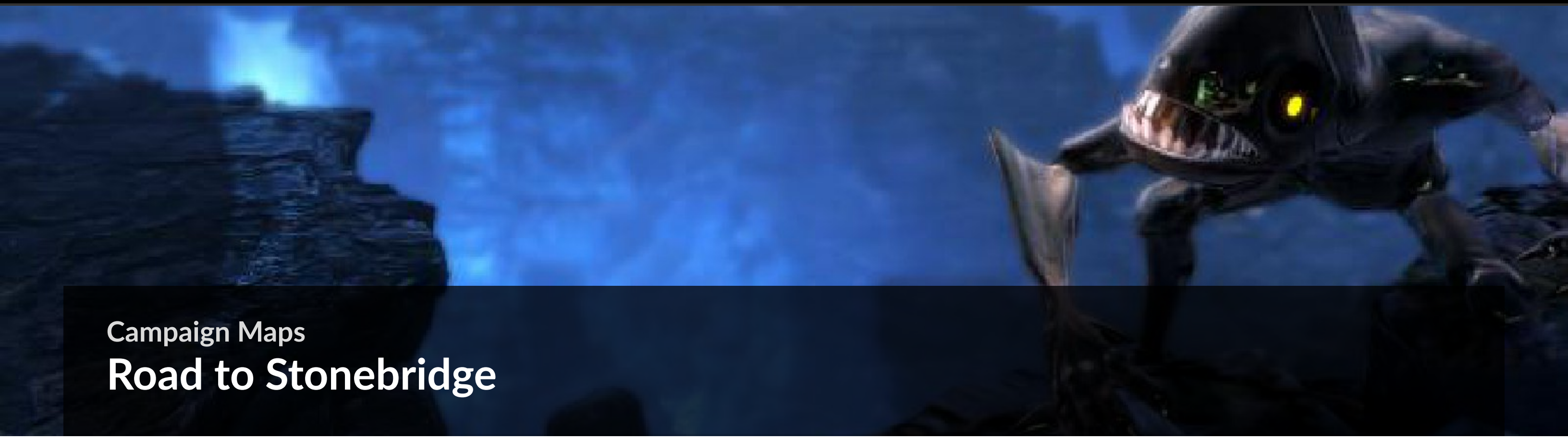
First People Village

First People Village



LORE ENTRIES

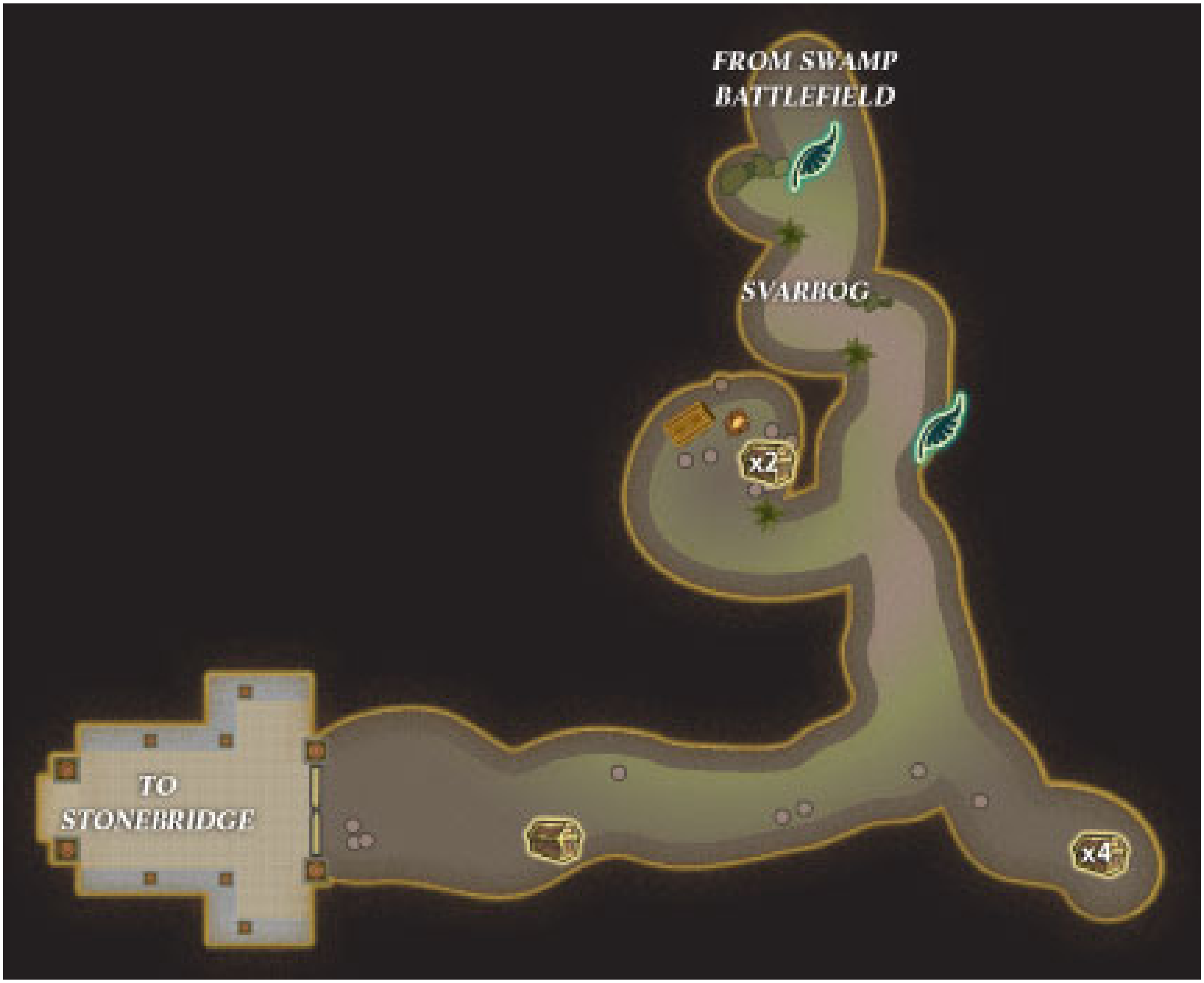
ICON	TITLE OF LORE
1	The Azunite Church
2	Founder of the Faith: St. Elisheva

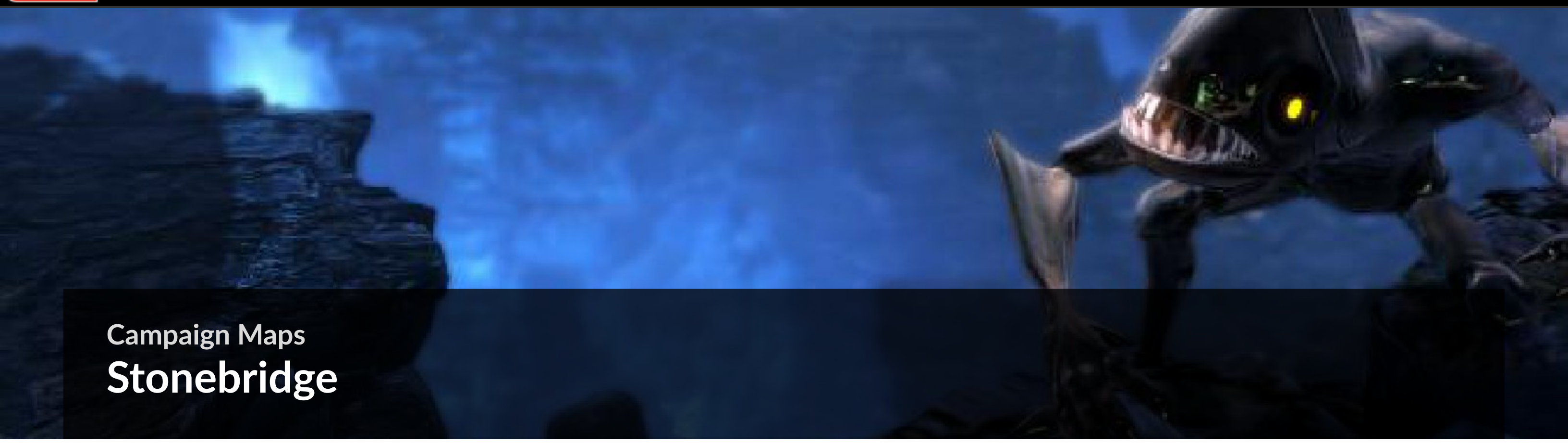


Campaign Maps

Road to Stonebridge

Road to Stonebridge

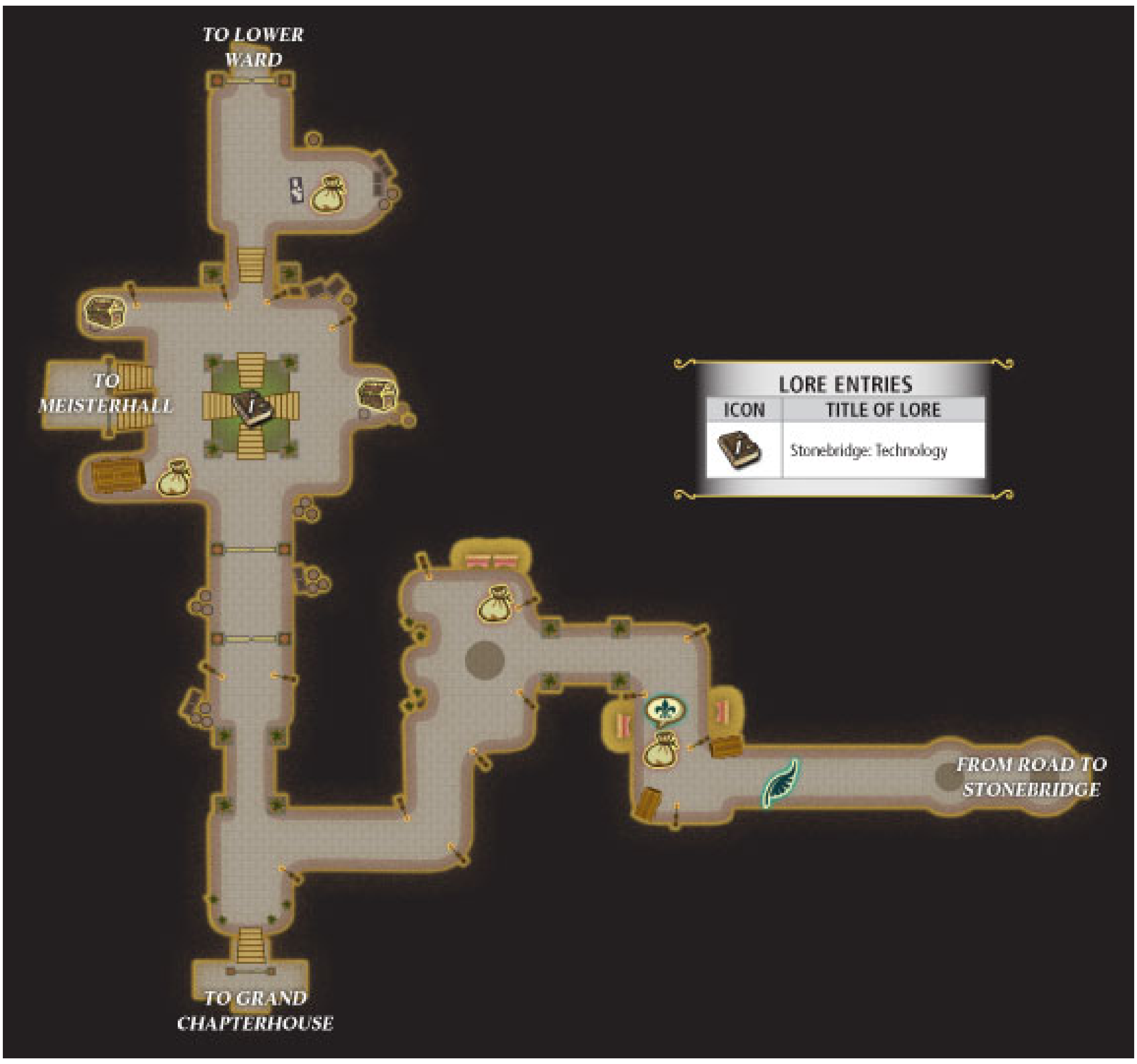




Campaign Maps

Stonebridge

Stonebridge City

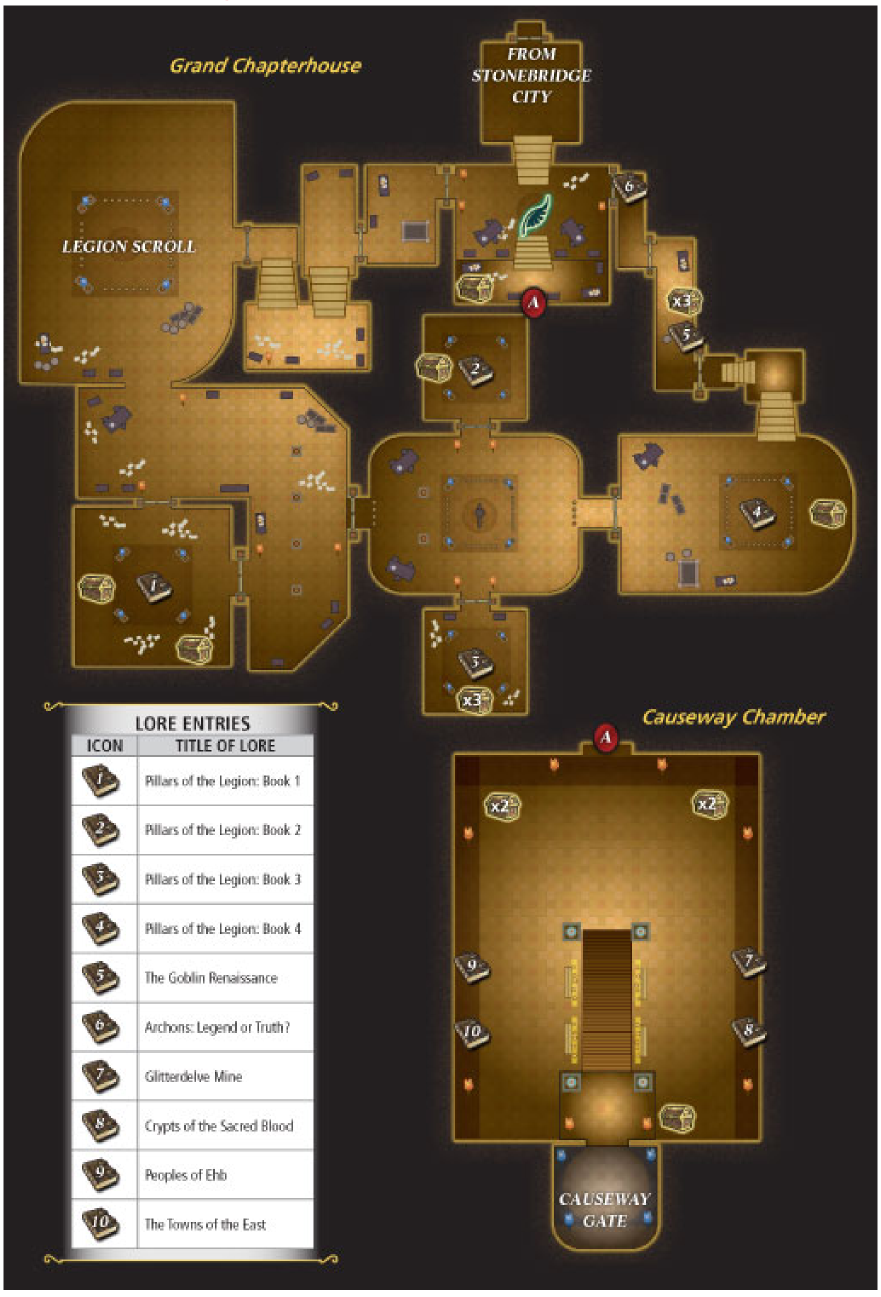


LORE ENTRIES

ICON	TITLE OF LORE
1	Stonebridge: Technology

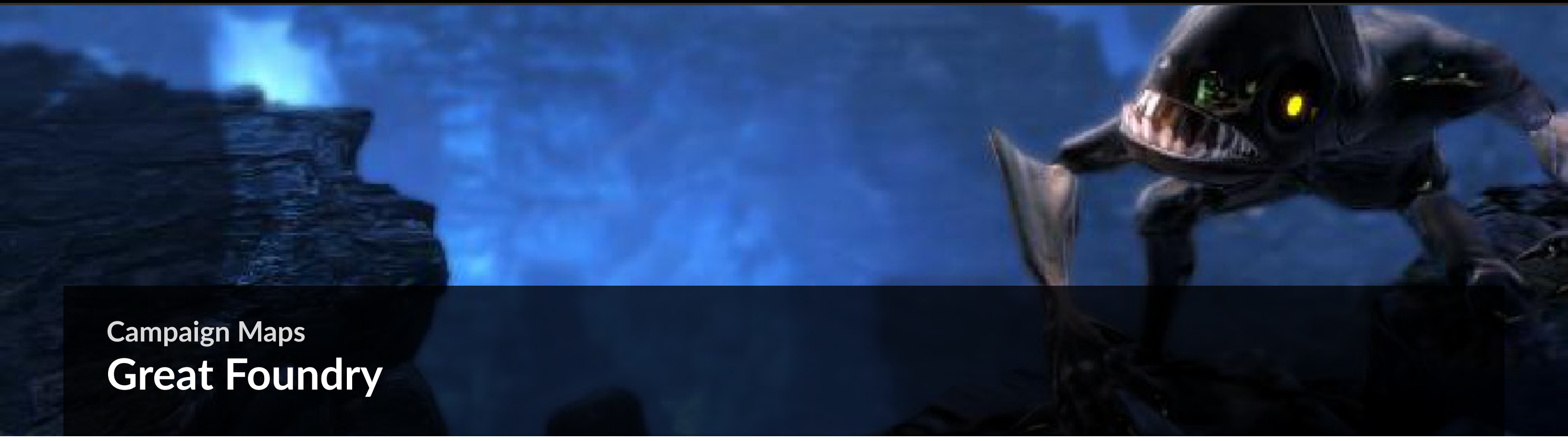
The Grand Chapterhouse

Please click to enlarge



LORE ENTRIES

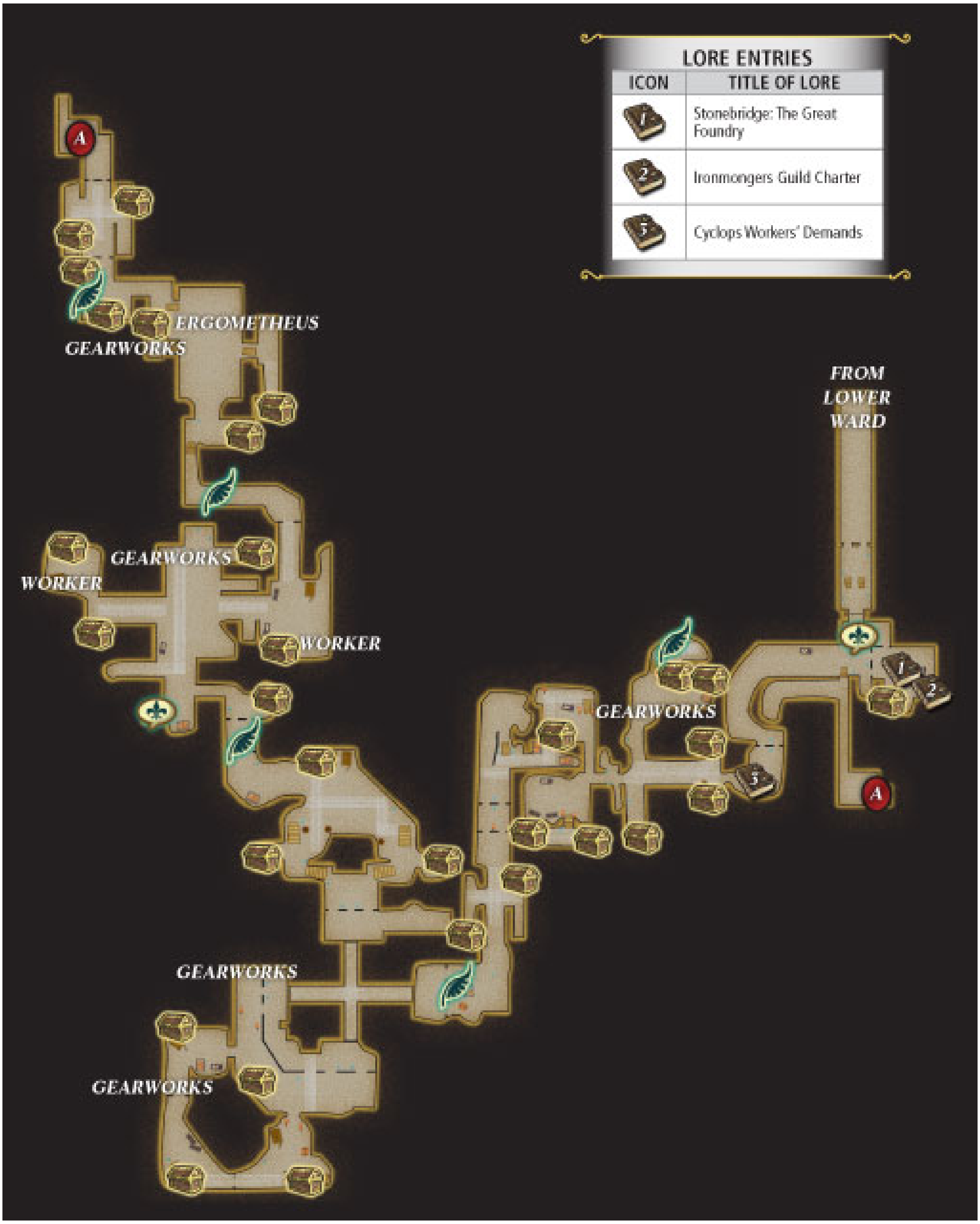
ICON	TITLE OF LORE
1	Pillars of the Legion: Book 1
2	Pillars of the Legion: Book 2
3	Pillars of the Legion: Book 3
4	Pillars of the Legion: Book 4
5	The Goblin Renaissance
6	Archons: Legend or Truth?
7	Glitterdelve Mine
8	Crypts of the Sacred Blood
9	Peoples of Ehb
10	The Towns of the East



Campaign Maps

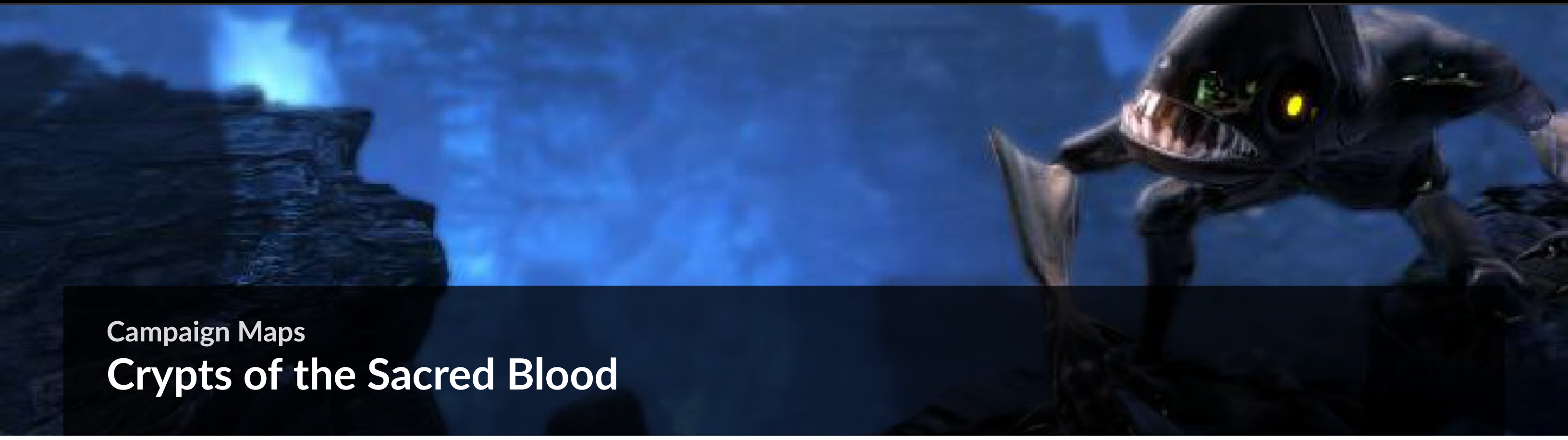
Great Foundry

Great Foundry



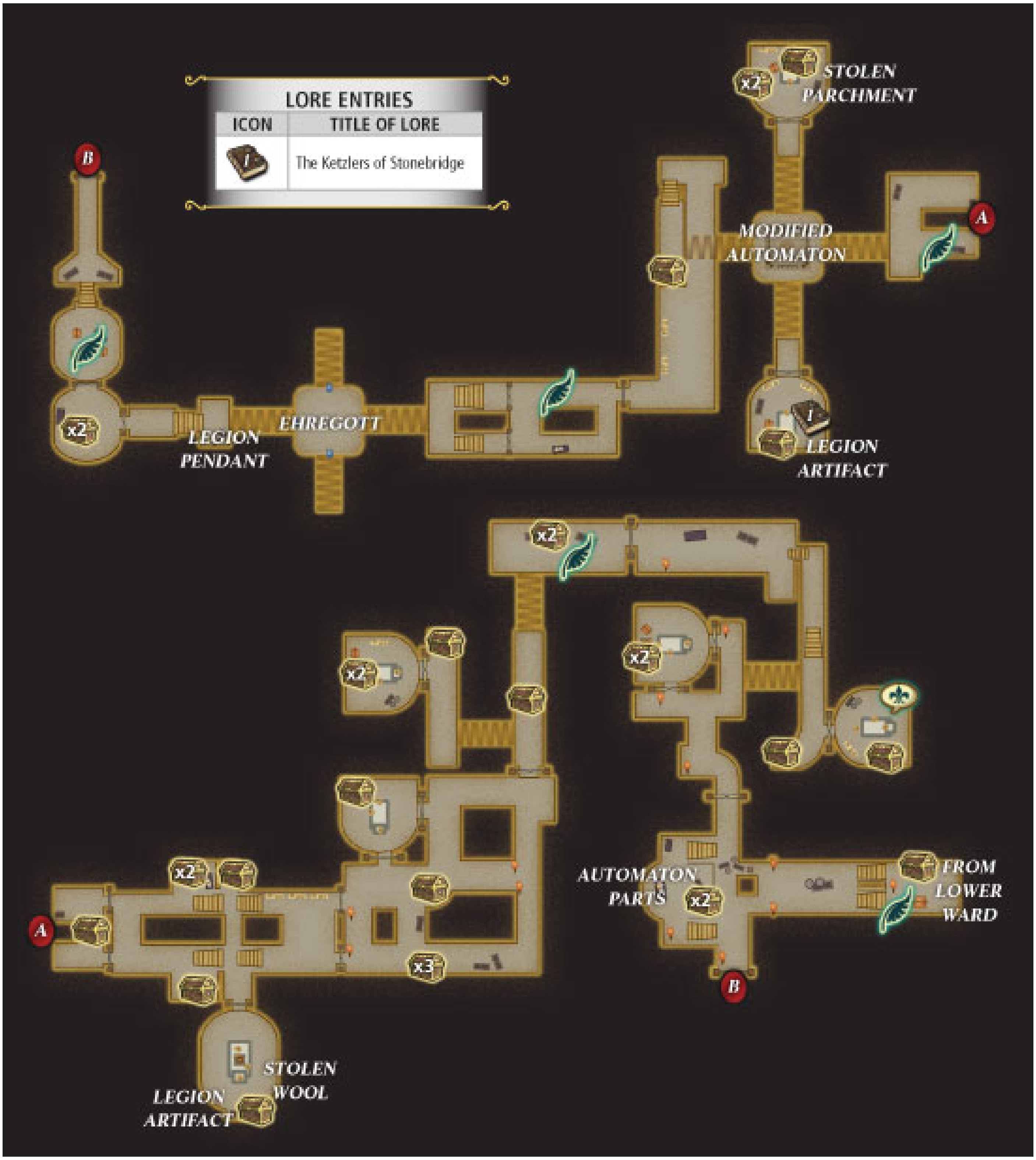
LORE ENTRIES

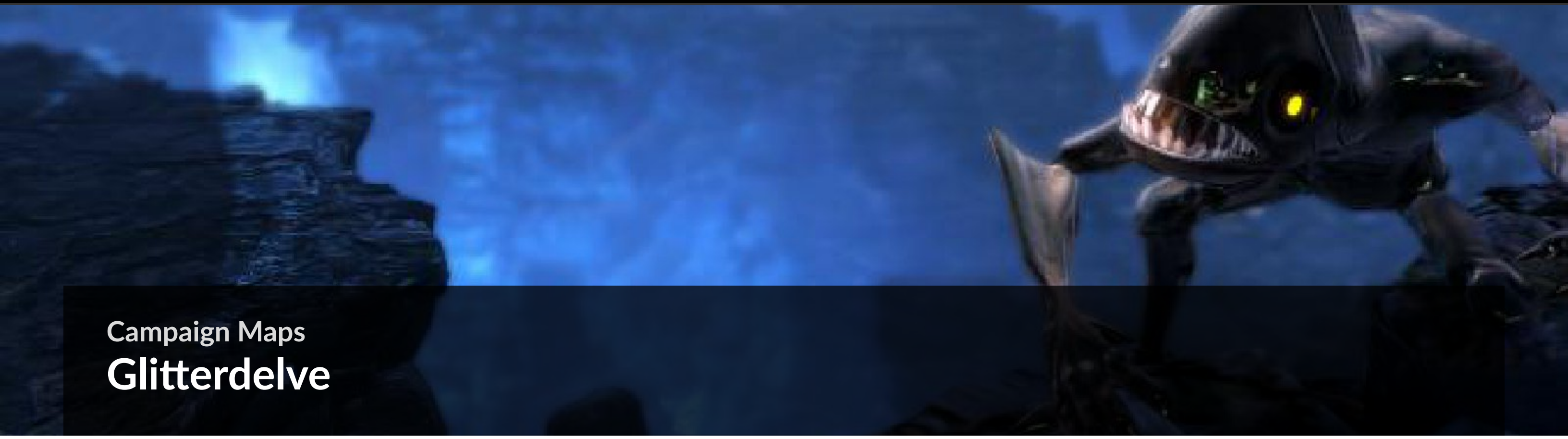
ICON	TITLE OF LORE
1	Stonebridge: The Great Foundry
2	Ironmongers Guild Charter
3	Cyclops Workers' Demands



Campaign Maps

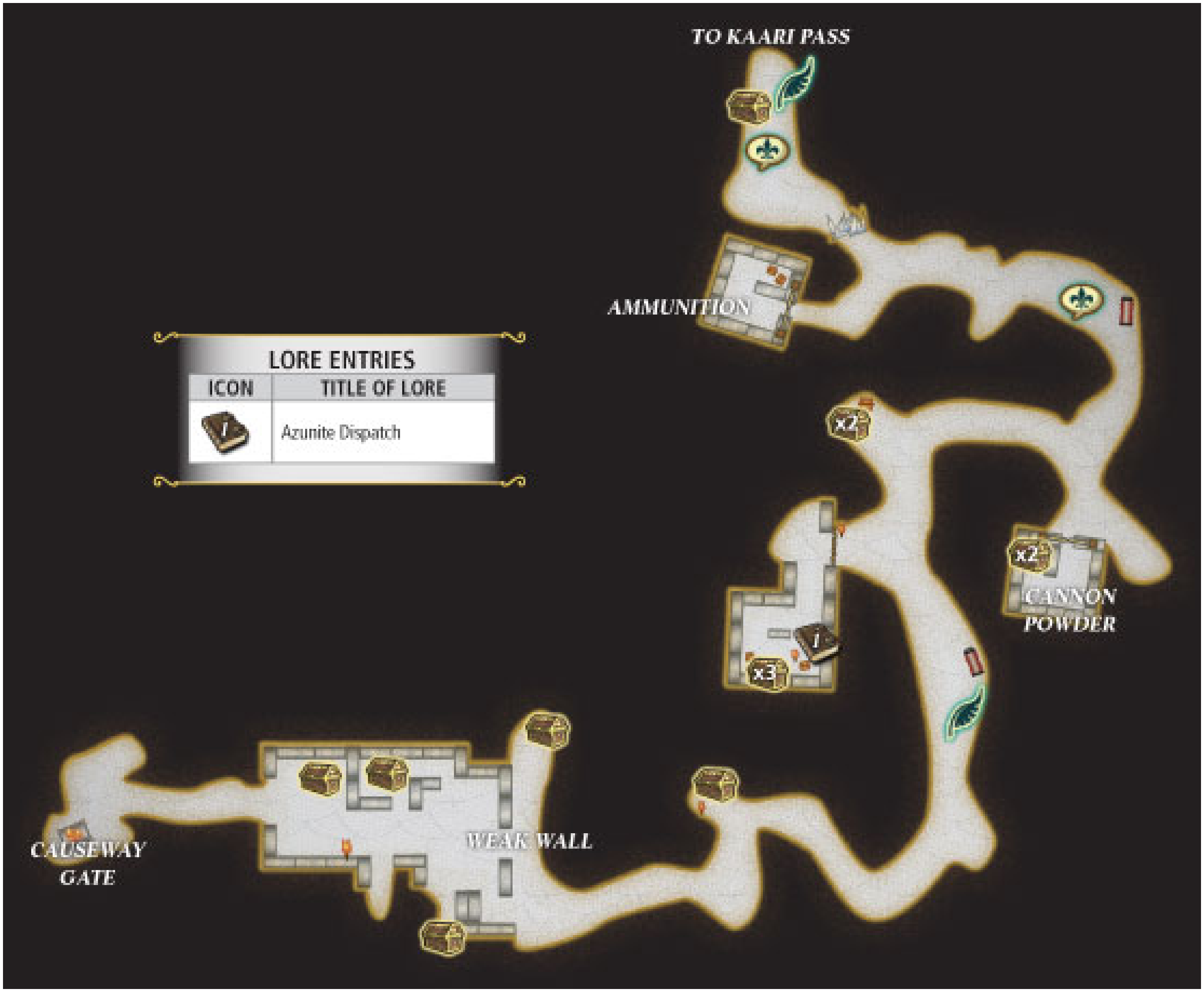
Crypts of the Sacred Blood





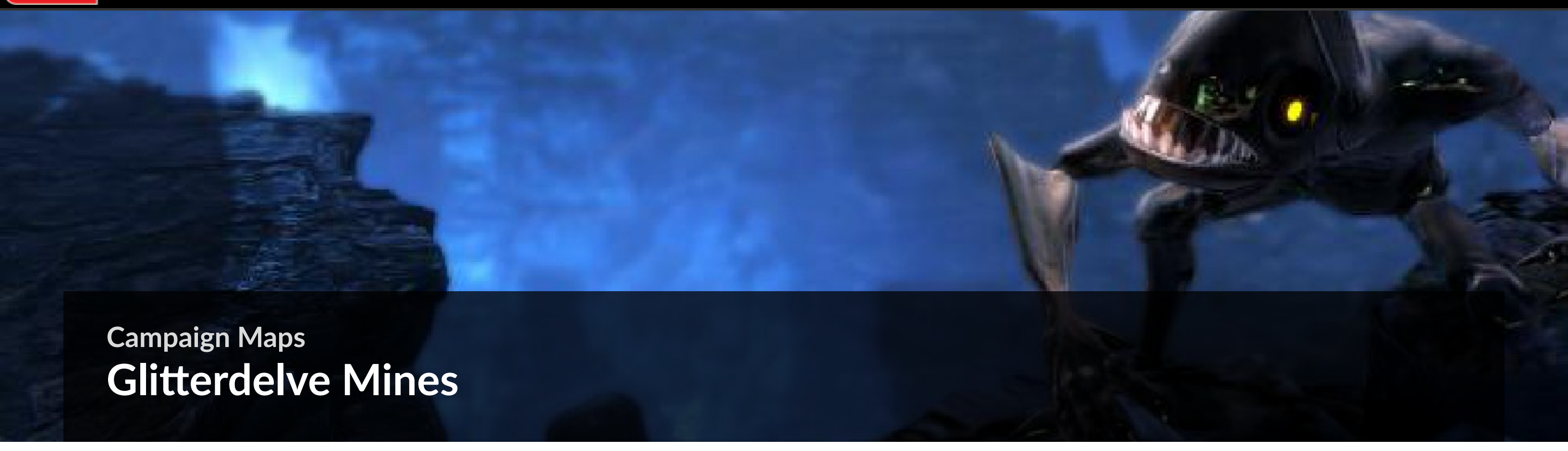
Campaign Maps

Glitterdelve

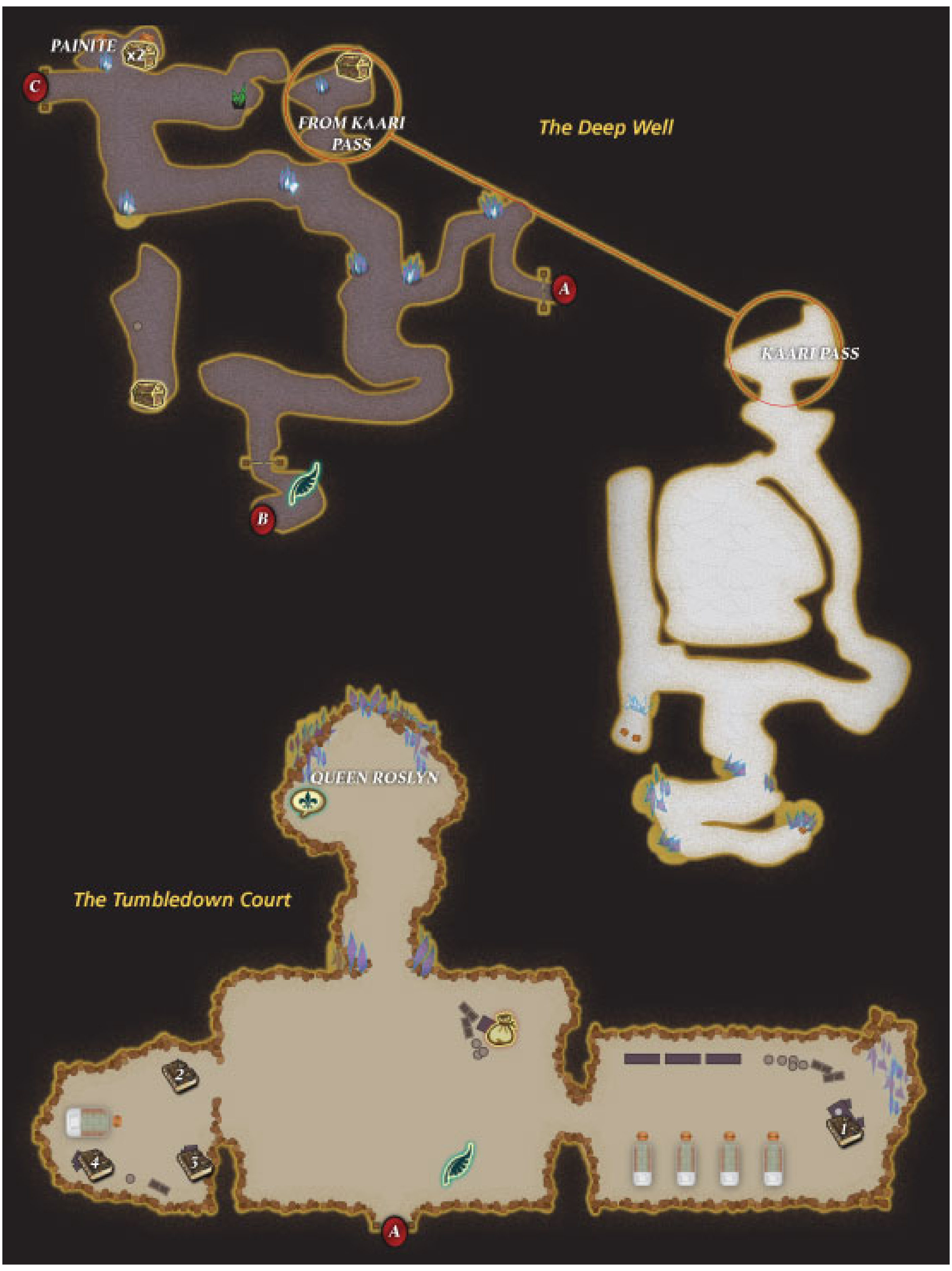


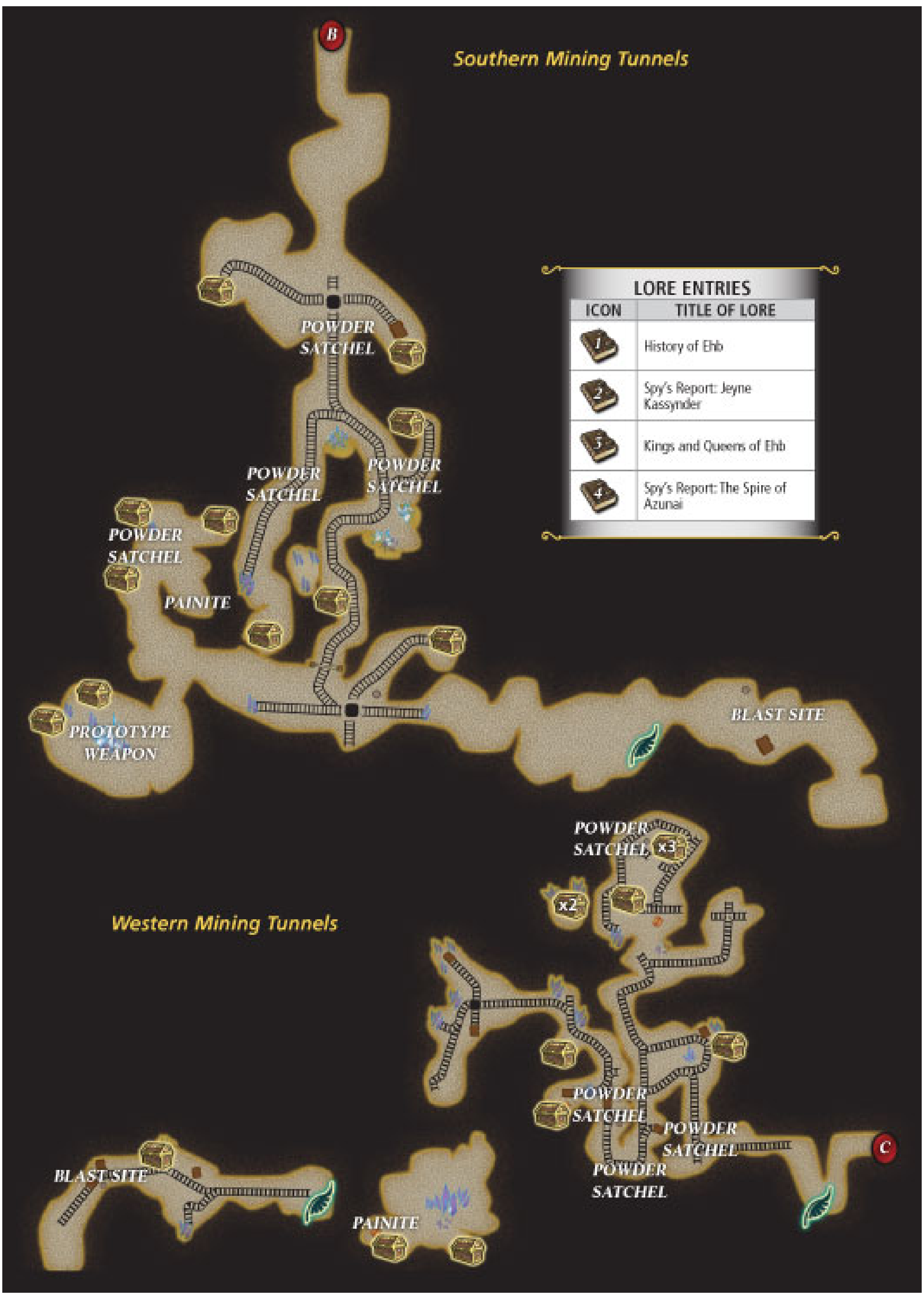
LORE ENTRIES

ICON	TITLE OF LORE
📖	Azunite Dispatch



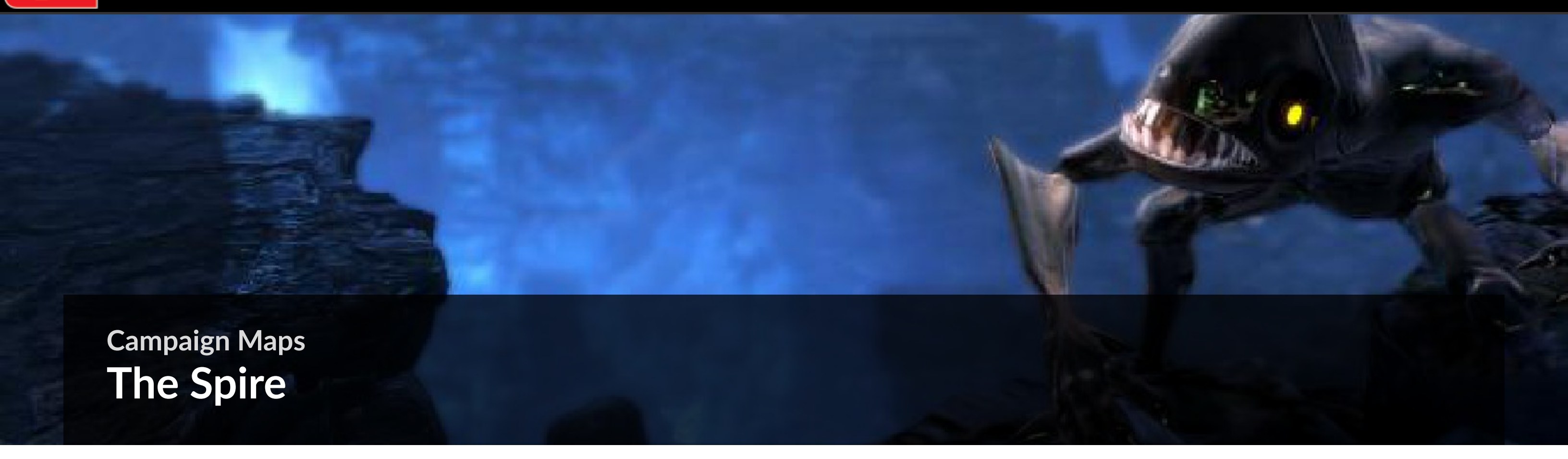
Glitterdelve Mines



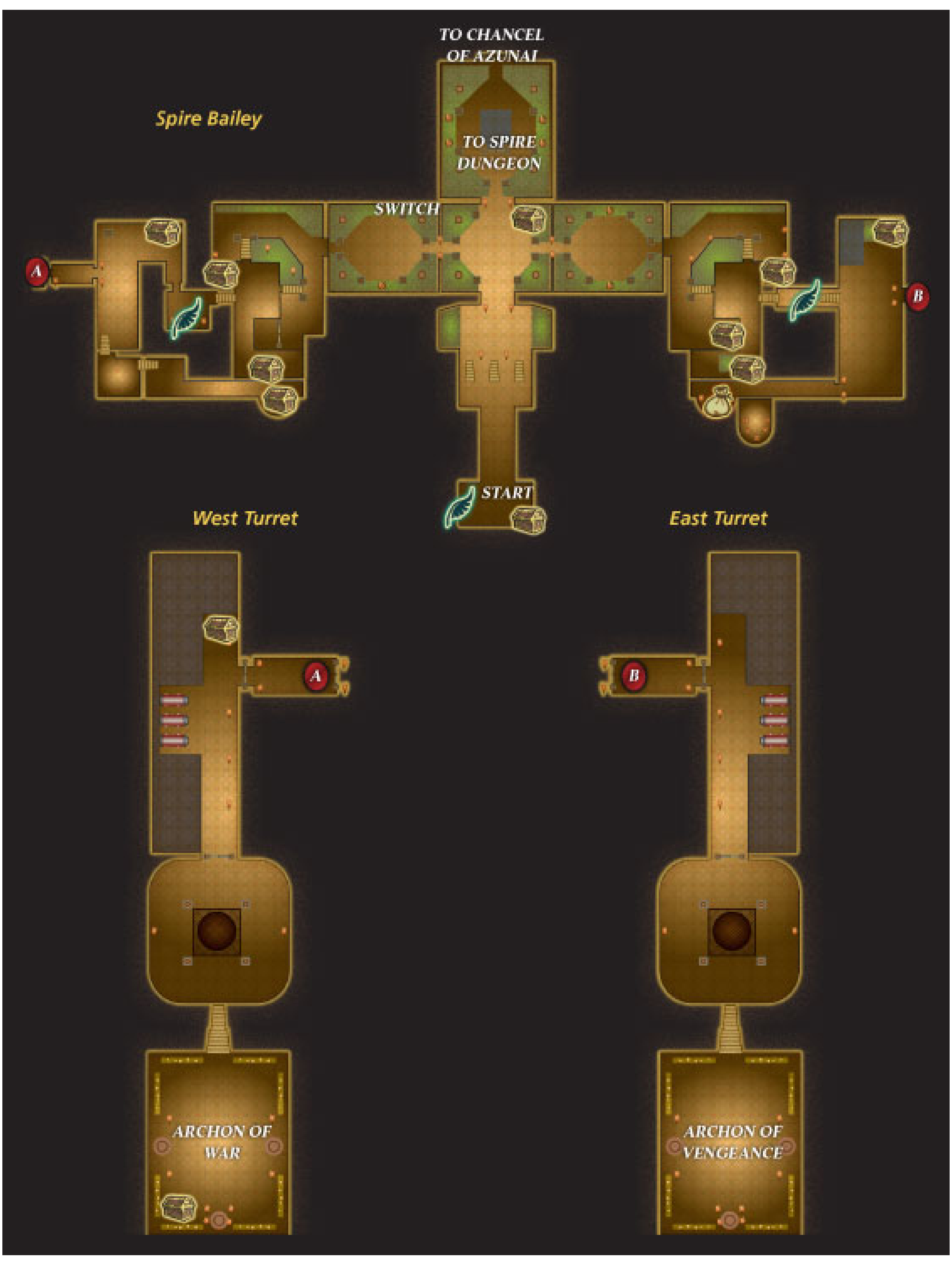


LORE ENTRIES

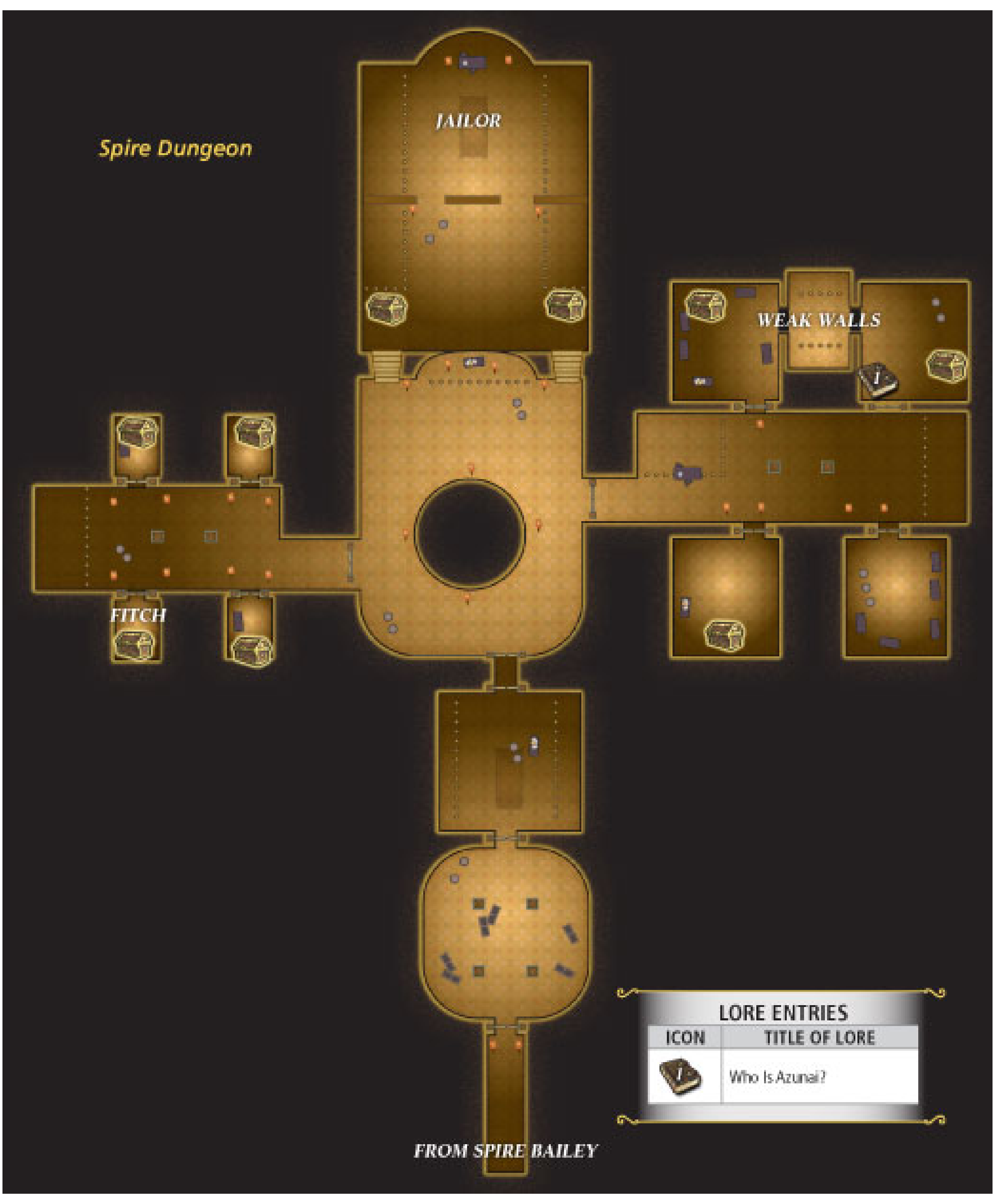
ICON	TITLE OF LORE
1	History of Ehb
2	Spy's Report: Jeyne Kassynder
3	Kings and Queens of Ehb
4	Spy's Report: The Spire of Azunai



Spire Bailey

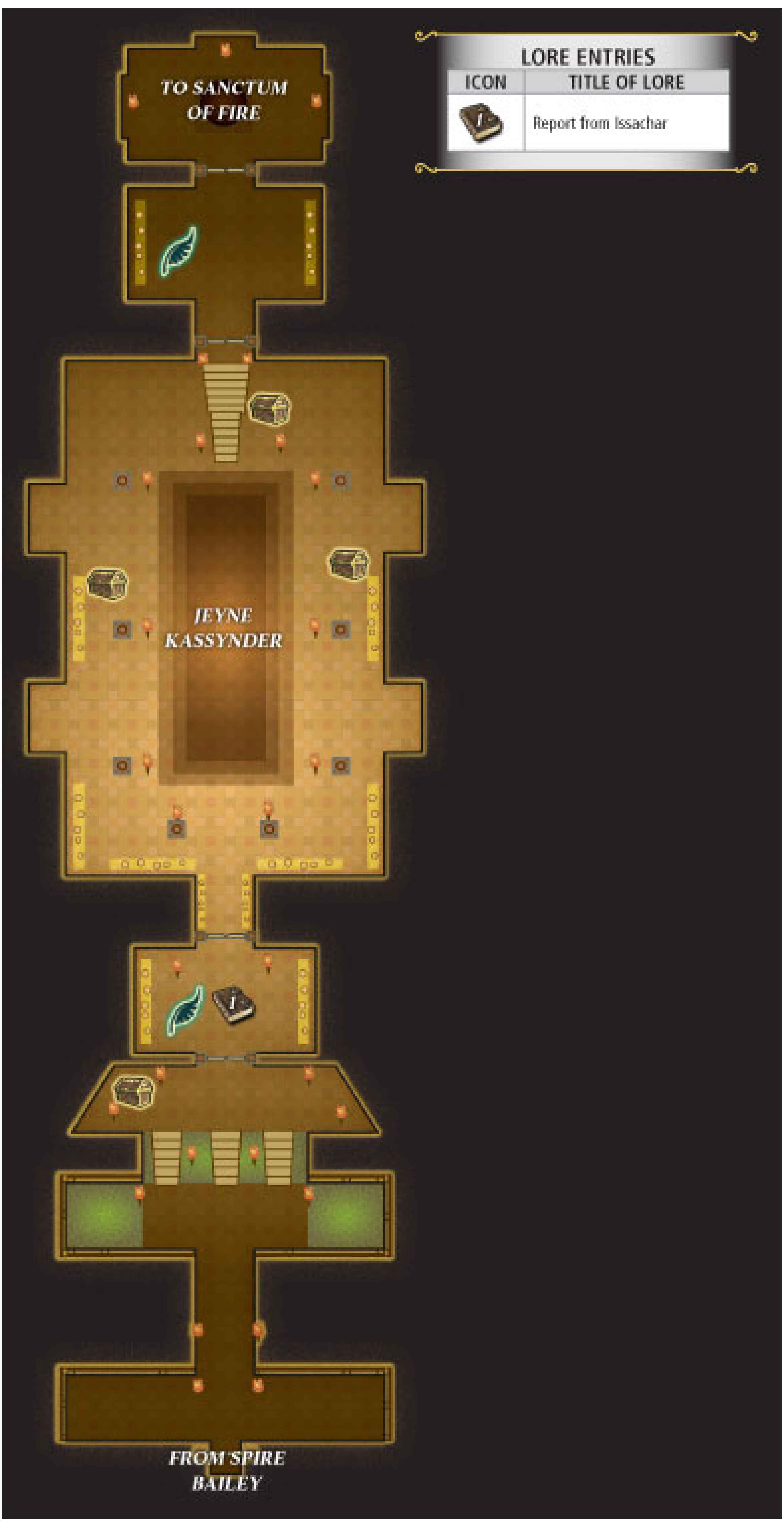


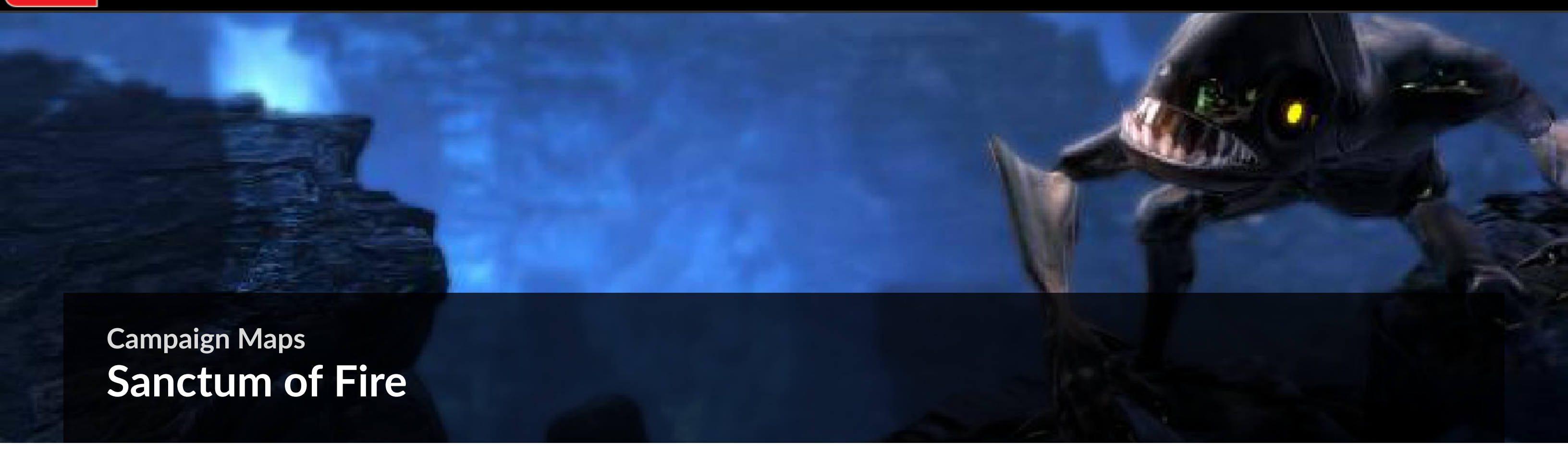
Spire Dungeon



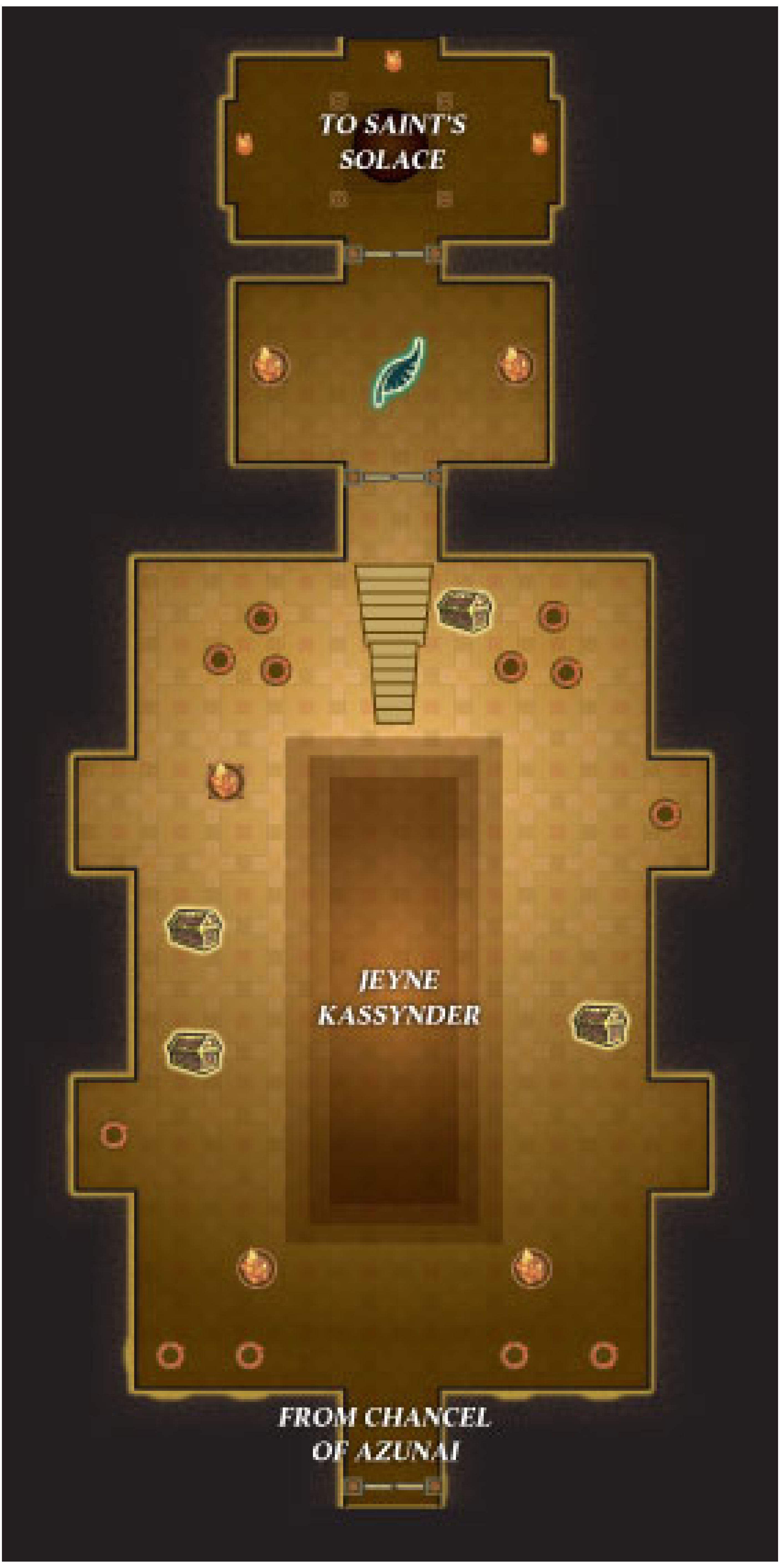
Chancel of Azunai

Chancel of Azunai





Sanctum of Fire



Saint's Solace

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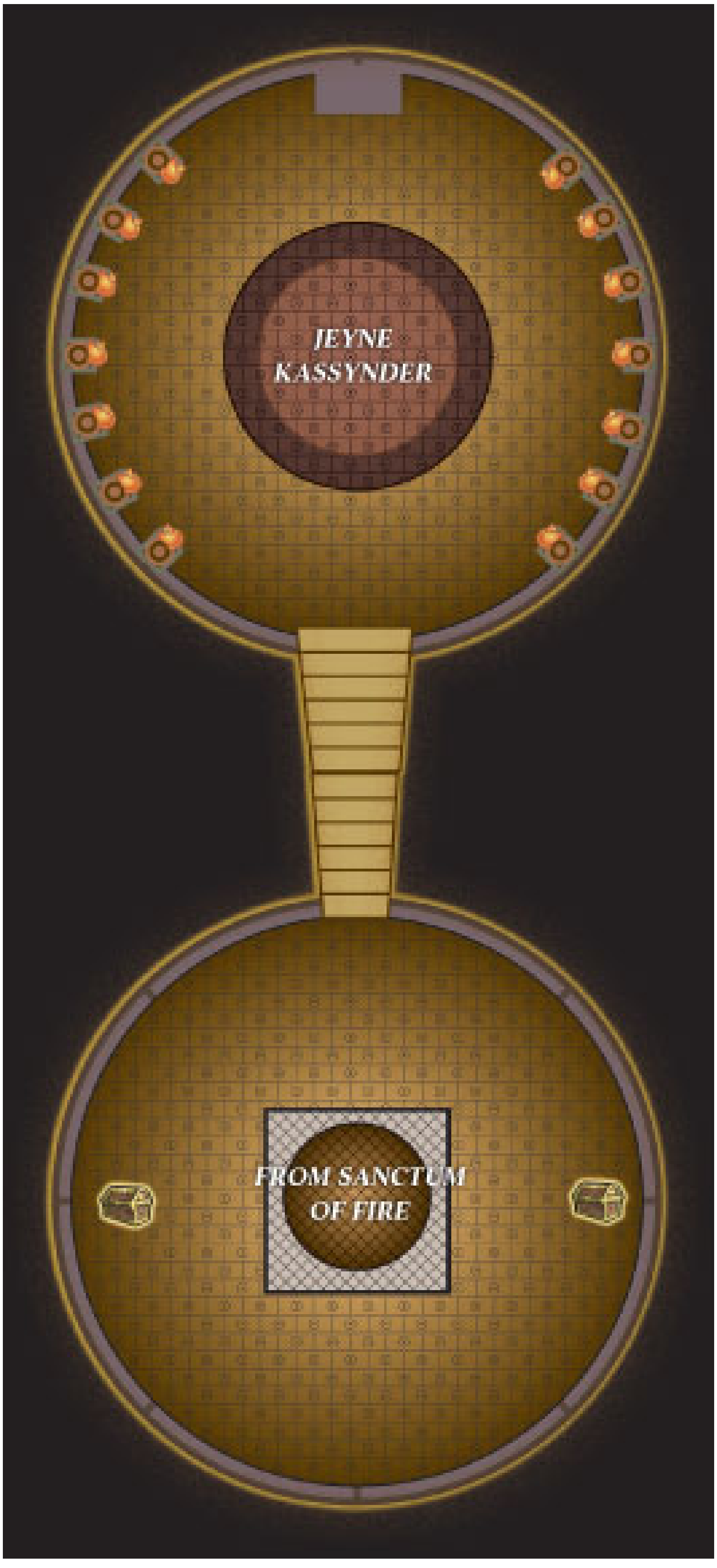
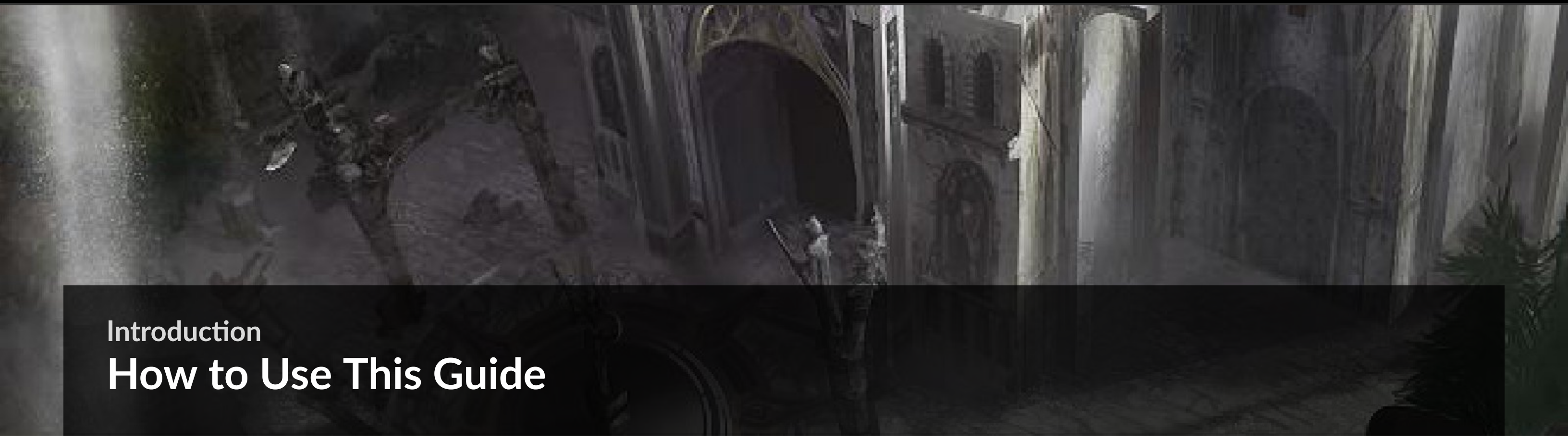




Introduction

How to Use This Guide

Thank you for purchasing Prima's Official Game Guide to Dungeon Siege 3. All of the strategies and information you need to rebuild the Legion and bring peace to the land of Ehb are found within this guide. Let's see what each chapter has in store for you.

Cast

There's no wrong way to upgrade your heroes' talents and abilities, but reviewing the strategies and sample builds presented in this chapter provides valuable insight into how you can maximize each character's unique potential. The chapter begins with a thorough overview of all four playable heroes, then concludes with brief looks at other important figures in the adventure. No major plot spoilers are revealed in the "Cast" chapter—you'll learn only the most general details of each character's history and motives.

10th Legion Training

Following the character introductions, a sizable chapter is dedicated to teaching you the fundamentals of Dungeon Siege 3's epic hack-and-slash adventuring. From environmental exploration to combat systems, a read through this insightful chapter will benefit all brave members of the 10th.

Walkthrough

Innumerable challenges and decisions await you, brave legionnaire. Will you choose to help those in need or continue to allow the oppressed to suffer? Shall the Legion show mercy to those who have wronged them, or can you find it in your heart to forgive? If you don't want to miss a single treasure chest or side quest during the adventure, simply follow our walkthrough to experience all that Ehb has to offer.

Lorebook

Ehb is a large and diverse land with a rich and turbulent history. The "Lorebook" chapter chronicles much of Ehb's past, compiling all 70 lore entries that the astute legionnaire can discover and presenting them in the order in which they're found during the adventure. Peruse the Lorebook at your leisure to gain plenty of insight into the land and denizens of Ehb.

Appendix

Ehb's wonders are truly bountiful, and this chapter reveals them all. Every item of potential interest is carefully chronicled in the guide's final sections—where you'll discover handy checklists for all lore entries, Influence opportunities, artifacts, Deeds, and more. The appendix is organized according to the adventure, making each checklist easy to follow as you play. Reference the appendix and you'll never miss a thing!

Cast

Lucas Montbarron

Like a phoenix rising from the ashes, four brave legionnaires have risen to take back their lives. Over the course of their long journey, these four champions of vengeance and virtue will grow to develop powers and abilities beyond anything Ehb has ever seen. Each legionnaire possesses their own array of unique talents and abilities, and knowing how to best utilize these skills is vital to overcoming the many challenges that await them in Ehb.

Lucas Montbarron

- Relentless melee warrior
- High defensive capability
- Lacks ranged attacks

Lucas Montbarron is the son of the former Grand Master of the Legion. He is the last of a noble and respected line. Raised in a series of safehouses by families loyal to his father's memory, Lucas will not rest until the Legion is rebuilt and his family's honor is restored.

Developer Commentary

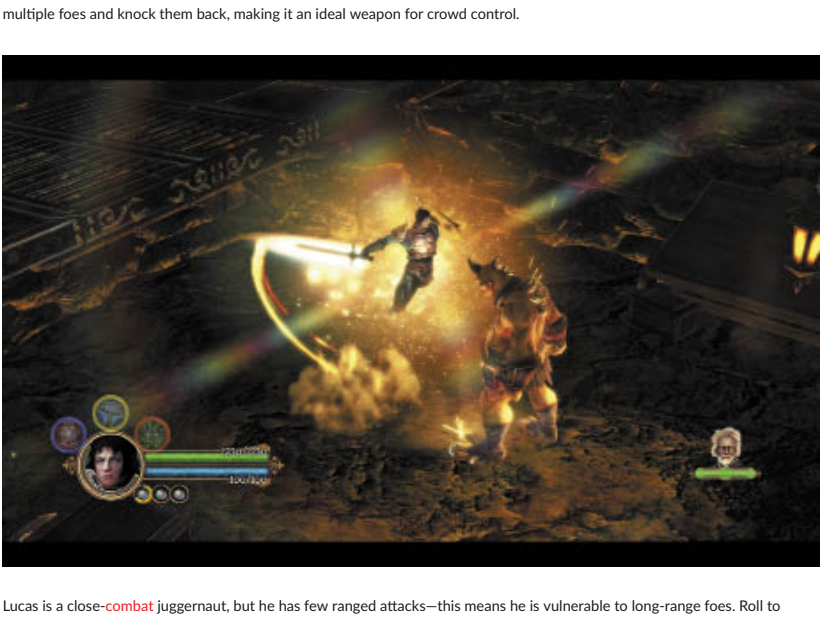
Lucas was the very first character that we developed on Dungeon Siege III. He actually was the character that we used to prototype all our basic gameplay—attack combos, weapon stances/forms, blocking, dodging, etc. As a result, he probably has the largest cache of discarded ideas that seemed cool when they were at the idea stage, before we got them in and decided they didn't fit or were just plain not fun. These are some of my personal favorite things we tried that will never see the light of day:

- An ability where Lucas raised his sword to the heavens, much like He-Man would when calling on the power of Greyskull, and directed a beam of light on his enemies. This one looked pretty darn cool, but just wasn't that fun to use in practice. We ended up re-using the technology, though, on one of the attacks for the end boss!
- A "hundred hand-slap" move, where the player could mash the Attack button to repeatedly lunge at an enemy with the sword. This just didn't mesh well with the gameplay of all the classes, and felt incongruent with how our combat system ended up working out. It also looked a bit silly. So, it ended up on the cutting room floor.
- A crazy move where you had to hit another button immediately as you connected with an attack, and it would add a status effect to the initial attack. That was just a bit too timing-dependent, so we dropped it.

– Nathaniel Chapman, Lead Designer

Playing as Lucas

Lucas is a skilled swordsman and a master of two combat stances. He can fight with a sword and shield, which allows him to attack quickly, deal heavy damage, and interrupt and stun single targets. When outnumbered, Lucas wields a massive two-handed sword—although it's slower to swing and less practical for one-on-one combat, he can use this ample blade to strike multiple foes and knock them back, making it an ideal weapon for crowd control.



Lucas is a close-combat juggernaut, but he has few ranged attacks—this means he is vulnerable to long-range foes. Roll to quickly close the distance on elusive enemies, and try to back such adversaries into walls or corners to prevent their escape. Then assail them with furious sword strikes until they fall.

Lucas's Abilities

As a frontline warrior, many of Lucas's talents and abilities focus on dealing fast damage to one or more targets, and on restoring his Hit Points (HP) so he can remain in the thick of things. Lucas also has a number of abilities that can help him score critical hits far more often, or to regenerate Focus significantly faster than normal—either will improve the young Montbarron's aptitude for slaughtering mobs of foes.

Shield Pummel

Lucas bashes the enemy with his shield, dealing 20 percent of normal damage and stunning his opponent for three seconds. When empowered, Shield Pummel affects all enemies in an arc in front of Lucas.

Proficiencies

Brutal Pummel : Shield Pummel does an additional 20 percent damage per rank in Brutal Pummel.

Impetuous Slam : Shield Pummel gains a 20 percent chance per rank in Impetuous Slam to knock down opponents.

Developer Commentary

The animation for Shield Pummel used to be part of Lucas's default combo, but we decided it felt better as a special ability.

– Nathaniel Chapman, Lead Designer

Blade Dash

Lucas dashes forward in the blink of an eye, slashing through any enemies in his path. An empowered Blade Dash causes Lucas to repeatedly dash from one enemy to the next until he runs out of Power or enemies.

Proficiencies

Hemorrhage : Blade Dash deals an additional 20 percent damage per rank in Hemorrhage to bleeding targets.

Lightning Precision : Lucas learns to instantly target vital areas, gaining a 10 percent chance to critically hit with Blade Dash per rank in Lightning Precision.

Blade Dash is Lucas's first multi-foe combat ability, and a very good one at that. Unleash Blade Dash to zip forward and slice through bands of foes, laying waste to whole enemy groups. Blade Dash helps Lucas quickly close on elusive foes, which adds to the ability's value. Blade Dash is well worth upgrading, and although both of Blade Dash's proficiencies can be quite useful, we recommend devoting all five ranks to Lightning Precision—this ensures critical hits will score quite often, letting you easily massacre groups of weaker foes.

Graceful Repose

Lucas enters a state of repose, regenerating 50 percent of his health over the next 30 seconds. The benefits of Graceful Repose are applied to the entire party when the ability is empowered.

Proficiencies

Live by the Sword : While under the effects of Graceful Repose, Lucas gains 5 percent life steal per rank in Live by the Sword.

Combat Rage : Disruption of Lucas's Graceful Repose enrages him, granting 5 percent more Power from damage taken per rank in Combat Rage.

Lucas will learn Graceful Repose when he reaches level 2. This vital ability is Lucas's primary means of recovering Hit Points, but it requires one full Power Sphere to activate—block enemy attacks to build Power, then activate Graceful Repose to begin recovering HP. (You also gain Power whenever you take damage.)

Both of Graceful Repose's proficiencies have merit. If you're new to Dungeon Siege III , max out Live by the Sword—25 percent of the damage that Lucas inflicts will then be transferred back to him as additional healing. Or rank up the Combat Rage proficiency to help Lucas regain Power much faster than normal—this will allow you to activate his Graceful Repose and other defensive abilities more often, and also comes in useful later in the adventure, when Lucas's abilities start to become empowered.

Heroic Charge

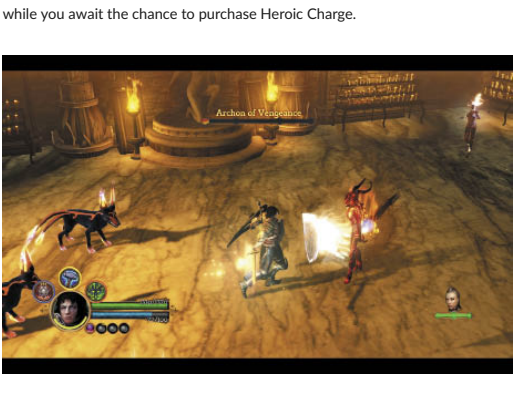
Lucas charges into battle, delivering a powerful strike. An empowered Heroic Charge knocks down Lucas's target and inflicts significantly more damage.

Proficiencies

Willful Charge : Lucas gains an additional 20 percent bonus Ability DPS (damage per second) per rank when using Heroic Charge.

Executioner's Charge : Heroic Charge automatically critically hits any target with less than 10 percent health; with two ranks in this proficiency, the critical hit is automatic on a target with less than 20 percent health, and so on with each additional rank.

While Shield Pummel plays its part in the early stages of Lucas's adventure, Heroic Charge soon becomes Lucas's go-to single-foe combat ability. This is because Heroic Charge boasts incredible single-target damage—purchase this ability after you've gained a few levels to obtain a useful weapon against powerful adversaries, such as bosses. Max out the Executioner's Charge proficiency and you'll always score critical hits when using Heroic Charge against weakened adversaries—this helps you bring down mighty foes with all speed. Or devote ranks to Willful Charge and add plenty of bonus damage to every Heroic Charge you unleash. Avoid spending many proficiency points on Shield Pummel—upgrade Blade Dash and Graceful Repose instead while you await the chance to purchase Heroic Charge.



Wind Shear

Lucas slashes through the air, creating a vortex that cuts through enemies in his path. After hitting eight enemies, the shear dissipates. When it's empowered, every enemy struck by Lucas's Wind Shear blast is knocked down.

Proficiencies

Wounding Gale : Wind Shear gains a 20 percent chance per rank in Wounding Gale to apply the bleeding status effect to opponents.

Slowing Shear : Creatures affected by Wind Shear are slowed by 10 percent per rank in Slowing Shear.

Wind Shear is Lucas's second-tier multi-foe combat ability, and it combines beautifully with its first-tier cousin, Blade Dash. Fully upgrade Wind Shear's Wounding Gale proficiency, along with Blade Dash's Hemorrhage proficiency, to deliver a lethal one-two anti-group assault: first unleash Wind Shear to cause damage and inflict enemies with bleeding status, then let loose with Blade Dash to cut all enemies down with vast amounts of Hemorrhage-based bonus damage!

Shield Wall

Lucas shrugs off blows by force of will, increasing armor by 20 percent for 30 seconds. Shield Wall's benefits are extended to the entire party when empowered.

Proficiencies

Deflecting Shield : While under the effects of Shield Wall, Lucas's Block value goes up 20 percent per rank in Deflecting Shield.

Reflexive Defenses : While under the effects of Shield Wall, Lucas reflects 10 percent per rank of melee damage inflicted upon him back to his attacker.

Shield Wall is a valuable defensive ability that helps Lucas hold the front line longer, even against overwhelming odds. Combine Shield Wall with Graceful Repose to transform Lucas into a nigh-unstoppable melee juggernaut. Max out the Reflexive Defenses proficiency to punish swarming enemies and slay them all the faster. Boost Deflecting Shield to block enemy attacks for longer periods without losing much Focus—this makes building Power much easier, which in turn lets you unleash defensive and empowered abilities more often.

Vanguard's Strike

Lucas leaps into the air and dives down, delivering a punishing attack. When empowered, Vanguard's Strike knocks down Lucas's target, as well as any nearby enemies.

Proficiencies

Vanguard's Gale : Vanguard's Strike pushes nearby enemies 1 meter and slows them by 10 percent for five seconds. Each additional rank adds 1 meter pushback and 10 percent slowness.

Valorous Renewal : When Lucas defeats an enemy with Vanguard's Strike, he regains 5 Focus per rank in Valorous Renewal.

Vanguard's Strike is Lucas's top-tier single-target combat ability. Think of it as a more powerful and versatile version of Shield Pummel—it can be used to punish powerful foes, or to slow and hamper enemies by pushing them back or knocking them down. While Vanguard's Strike has its advantages, stick with a fully upgraded Heroic Charge as your primary single-target combat ability—it's available much earlier and it inflicts tremendous damage when fully ranked.

Developer Commentary

This ability started its life as an animation for one of the First People enemies in the game. We liked it so much, we decided to do a more "Lucas-appropriate" version—and that became this ability.

– Nathaniel Chapman, Lead Designer

Earthrending Strike

Lucas slams his sword into the ground, causing an eruption of energy from the earth, damaging all enemies in a cone in front of him. An empowered Earthrending Strike extends in a full circle around Lucas and knocks down all affected enemies.

Proficiencies

Tremor : Enemies affected by Earthrending Strike have a 20 percent chance per rank in Tremor to be knocked down.

Magnitude : Each rank of Magnitude extends the range of Earthrending Strike by 2 meters.

Earthrending Strike is Lucas's top-tier multi-foe combat ability, and it's very effective at both wounding enemy groups and keeping them at bay. We recommend maxing out the Tremor proficiency to ensure you knock down all enemies struck by Earthrending Blast—this leaves multiple foes defenseless for several seconds while you recover Hit Points and pile on the damage.

Unbridled Wrath

Lucas taps into his inner wrath, regenerating 200 Focus over the next 30 seconds. The entire party benefits from Unbridled Wrath when the ability is empowered.

Proficiencies

Unstoppable Wrath : While under the effects of Unbridled Wrath, Lucas has a 20 percent chance per rank in Unstoppable Wrath to ignore interruption from enemy attacks.

Endless Wrath : While under the effects of Unbridled Wrath, Lucas's Focus regeneration is increased by an additional 10 percent per rank in Endless Wrath.

While active, this fantastic ability allows Lucas to use his combat abilities far more often in battle. Purchase Unbridled Wrath as soon as possible and spend points on its Endless Wrath proficiency to greatly enhance its Focus-restoring benefits. Unleash plenty of combat abilities while under the effects of Unbridled Wrath—don't let all that spare Focus go to waste!

Lucas' Talents

You've tough choices to make when deciding upon Lucas's talents, because so many are worthy of investment. Consider the abilities and proficiencies that you've chosen, and try to pick talents that best complement those selections. When in doubt, remember that Lucas's primary duty is to draw the enemy's aggression away from his comrades—favor talents that help keep him alive and fighting against all odds.

Devastating Criticals

Critical hits deal an additional 10 percent bonus damage per rank.

This is one of Lucas's best talents and pairs perfectly with his excellent Blade Dash ability when Blade Dash is upgraded with ranks in Lightning Strike. Upgrade Devastating Criticals as you upgrade Blade Dash to become an early bane of enemy groups.

Force of Will

Lucas gains 10 percent of his Will as Attack DPS. Each rank grants an additional 10 percent.

Force of Will is another exceptional talent that greatly enhances Lucas's damage output when fully upgraded. Max out Force of Will, then look for gear that boosts Lucas's Will. Normally, Will simply increases Ability DPS—but with Force of Will, it also significantly increases Lucas's regular attack damage, granting up to a 50 percent Attack DPS bonus! Force of Will makes Will a very valuable stat for Lucas to enhance, for doing so increases his damage output across the board.

Victory Rush

When Lucas defeats an opponent, there is a 4 percent chance per rank in Victory Rush that he will regain 10 percent of his health.

An easily overlooked talent, Victory Rush can help transform Lucas into an unstoppable killing machine. First, upgrade Lucas's multi-foe combat abilities, such as Blade Dash and Wind Shear, so that he becomes lethal to enemy groups. Then, with full ranks in Victory Rush, Lucas will enjoy a 20 percent chance of recovering significant HP each time he slays an enemy—this allows Lucas to quickly recover HP as he annihilates swarms of weaker foes.

Wrathful Might

Lucas receives a 4 percent bonus to attack per rank of Wrathful Might.

Damage seekers, look no further! Wrathful Might is an easy way to add up to 20 percent bonus damage to every normal attack Lucas unleashes. If no other talents seem particularly enticing, you can't go wrong by slotting a few ranks into Wrathful Might.

Focused Strikes

Lucas gains a 4 percent chance per rank in Focused Strikes to generate additional Focus when attacking enemies.

Focused Strikes is another worthy talent that can have Lucas gaining 5 bonus Focus Points each time he slaughters a foe. More Focus means Lucas can unleash his crushing combat abilities more often, so this is a worthy talent to invest in.

Rejuvenation

Whenever Lucas is healed, the amount of healing is increased by 4 percent per rank in Rejuvenation.

Keeping Lucas in good health is important, for his lack of ranged attacks forces him to do battle on the bloody front line. Fortunately, Lucas can recover HP in multiple ways—make sure to upgrade Rejuvenation so that each point of healing he receives is increased. This can help Lucas remain in the heat of battle for extended periods, which is not good for his adversaries.

Trade Master

Lucas is able to sell items for 4 percent more gold per rank in Trade Master.

With so many other valuable talents to invest in, Trade Master is easy to overlook. Consider this talent's usefulness at fattening Lucas's coin purse when selling goods to merchants, however. Loot is plentiful in Dungeon Siege III , and valuable items sell for respectable coin—a 20 percent boost in profit can be quite significant. More gold means better gear—an easy way for Lucas to greatly enhance his combat prowess.

Cull the Weak

Lucas gains an additional 2 percent chance per rank to critically hit enemies with less than one-third of their health remaining.

Cull the Weak can help Lucas cut down wounded adversaries with greater efficiency, which can mean the difference during tough battles. Lucas can increase his chances to inflict critical damage in multiple ways—stacking these can make him a lethally accurate swordsman.

Death Defying

Lucas gains a 7 percent chance per rank in Death Defying to shrug off attacks when he is under 25 percent health. Shrugged-off attacks deal no damage.

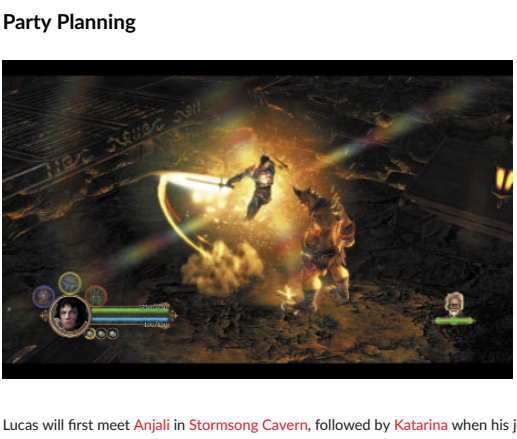
Death Defying offers Lucas a good chance of negating damage from attacks when near death. Depending on the abilities and talents you've previously upgraded, and how challenging you're finding Lucas's foes, this late-stage talent may or may not have its appeal. If you find Lucas is able to hold his own in most battles, then there's little need to invest in Death Defying. Spend points on this talent only if Lucas is commonly slain.

Focused Rage

Lucas gains a 5 percent chance per rank in Focused Rage to generate Focus when damaged by enemies.

Focused Rage pairs well with Lucas's many other talents and abilities that cause him to regenerate extra Focus, such as Focused Strikes and Unbridled Wrath. Place points in Focused Rage so that Lucas can unleash his mighty combat abilities even more often.

Party Planning



Lucas will first meet Anjali in Stormsong Cavern, followed by Katarina when his journey leads him into the swamps. Reinhart will join Lucas in Stonebridge (under certain conditions), much later in the adventure.

When playing as a character other than Lucas, consider the beneficial Deeds that Lucas can provide you when set as your active companion. Keep Lucas by your side and make choices during dialogue sequences that impress him. This will cause you to gain Influence with Lucas—and the more Influence you gain with Lucas, the more beneficial Deeds you will acquire.

Tier 1 Deed: Montbarron Ally
(2 Influence Gains)

You have earned the trust of Lucas Montbarron.

Player Gains: +2 Stamina

Tier 2 Deed: Loyal Guardian
(10 Influence Gains)

Lucas is impressed by the choices you have made, and you have earned his steadfast loyalty.

Player Gains: +3 Stamina

Tier 3 Deed: Comrade in Arms (15 Influence Gains)

Lucas regards you as a true exemplar of Legion principles. His loyalty to you is absolute.

Player Gains: +5 Stamina

Sample Builds

Consider the following sample builds of Lucas Montbarron—these are level-by-level examples of the abilities, proficiencies, and talents that one might invest in to make Lucas truly shine in battle.

Lucas—Tank Build

Lucas's talents and abilities can be upgraded to make him nearly impossible to slay, even when faced with overwhelming odds. Craft Lucas into this sort of "tank" so he can charge into the fray without fear, slaying hordes of weaker adversaries to recover health while keeping enemies occupied and drawing their ire away from Lucas's companion.

Stats to Max: Armor, Stamina, Block

Useful Chaos Effect(s): Vampire, Warding, Retribution, Weakening

Level	Ability Purchased	Ability Upgraded	Proficiency Purchased	Talent Purchased
2	Graceful Repose	Graceful Repose	Live by the Sword (I)	Victory Rush (I)
3	—	Graceful Repose	Live by the Sword (II)	Victory Rush (II)
4	—	Graceful Repose	Live by the Sword (III)	Victory Rush (III)
5	Shield Wall	Graceful Repose	Live by the Sword (IV & V)	Victory Rush (IV & V)
6	—	Shield Wall	Deflecting Shield (I)	Devastating Criticals (I)
7	—	Shield Wall	Deflecting Shield (II)	Devastating Criticals (II)
8	—	Shield Wall	Deflecting Shield (III)	Devastating Criticals (III)
9	Heroic Charge	Shield Wall	Deflecting Shield (IV)	Devastating Criticals (IV)
10	—	Shield Wall	Deflecting Shield (V)	Devastating Criticals (V)
11	—	Blade Dash	Lightning Precision (I)	Rejuvenation (I)
12	Earthrending Strike	Blade Dash	Lightning Precision (II)	Rejuvenation (II)
13	—	Blade Dash	Lightning Precision (III)	Rejuvenation (III)
14	—	Blade Dash	Lightning Precision (IV)	Rejuvenation (IV)
15	Unbridled Wrath	Blade Dash	Lightning Precision (V)	Rejuvenation (V)
16	—	Heroic Charge	Willful Charge (I)	Focused Strikes (I)
17	Vanguard's Strike	Heroic Charge	Willful Charge (II)	Focused Strikes (II)
18	—	Heroic Charge	Willful Charge (III)	Focused Strikes (III)
19	—	Heroic Charge	Willful Charge (IV)	Focused Strikes (IV)
20	Wind Shear	Heroic Charge	Willful Charge (V)	Focused Strikes (V)
21	—	Earthrending Strike	Tremor (I)	Death Defying (I)
22	—	Earthrending Strike	Tremor (II)	Death Defying (II)
23	—	Earthrending Strike	Tremor (III)	Death Defying (III)
24	—	Earthrending Strike	Tremor (IV)	Death Defying (IV)
25	—	Earthrending Strike	Tremor (V)	Death Defying (V)
26	—	Wind Shear	Slowing Shear (I)	Focused Rage (I)
27	—	Wind Shear	Slowing Shear (II)	Focused Rage (II)
28	—	Wind Shear	Slowing Shear (III)	Focused Rage (III)
29	—	Wind Shear	Slowing Shear (IV)	Focused Rage (IV)
30	—	Wind Shear	Slowing Shear (V)	Focused Rage (V)

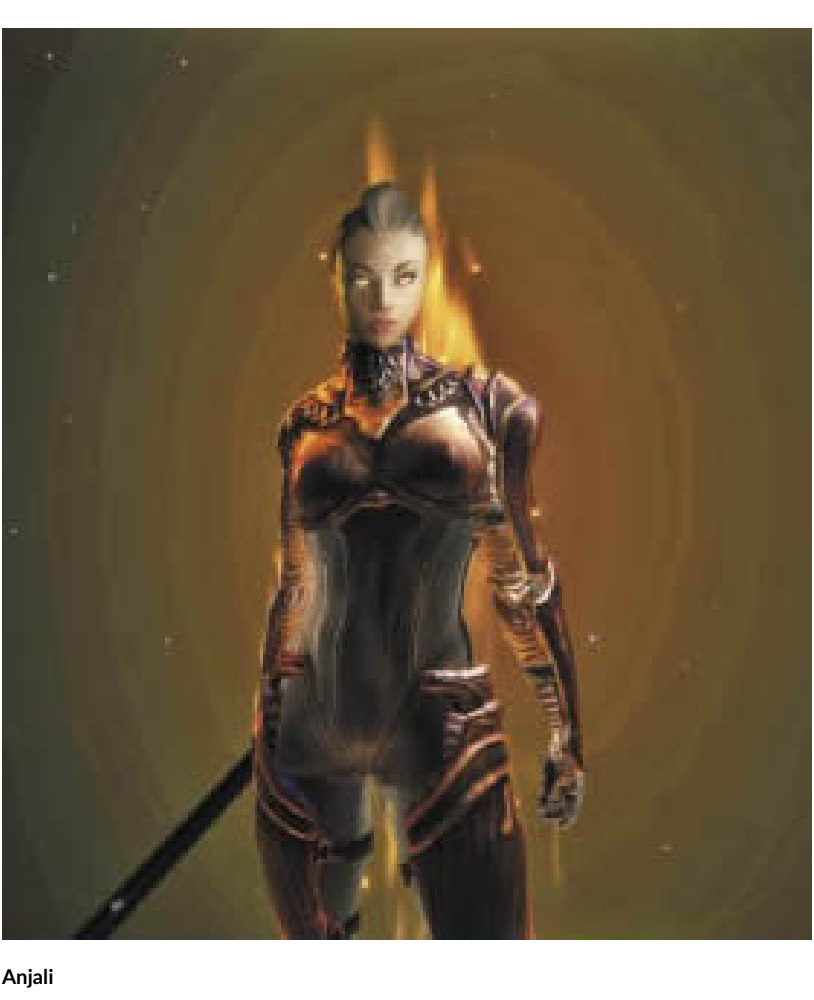
Lucas—Focus Build

When properly upgraded, Lucas' talents and abilities can allow him to recover Focus at a fantastic rate. This allows Lucas to unleash his powerful offensive abilities far more often, annihilating enemies with furious multi-foe assaults.

Stats to Max: Attack, Will, Armor, Stamina

Useful Chaos Effect(s): Bloodletting, Momentum

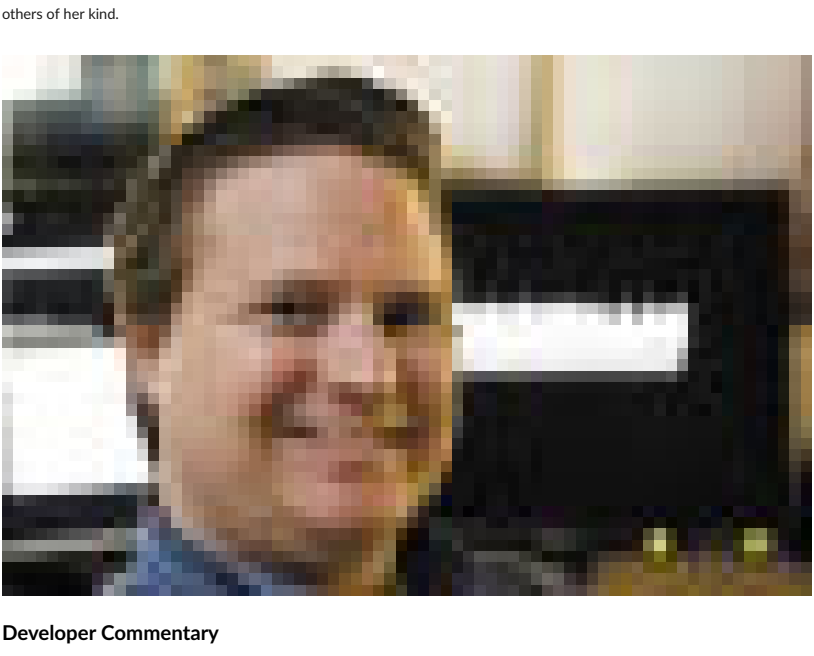
Level	Ability Purchased	Ability Upgraded	Proficiency Purchased	Talent Purchased
2	Graceful Repose	Blade Dash	Hemorrhage (I)	Victory Rush (I)
3	—	Blade Dash	Hemorrhage (II)	Victory Rush (II)
4	—	Blade Dash	Hemorrhage (III)	Victory Rush (III)
5	Wind Shear	Blade Dash	Hemorrhage (IV & V)	Victory Rush (IV & V)
6	—	Wind Shear	Wounding Gale (I)	Devastating Criticals (I)
7	—	Wind Shear	Wounding Gale (II)	Devastating Criticals (II)
8	—	Wind Shear	Wounding Gale (III)	Devastating Criticals (III)
9	Shield Wall	Wind Shear	Wounding Gale (IV)	Devastating Criticals (IV)
10	—	Wind Shear	Wounding Gale (V)	Devastating Criticals (V)
11	—	Graceful Repose	Combat Rage (I)	Focused Strikes (I)
12	Unbridled Wrath	Unbridled Wrath	Endless Wrath (I)	Focused Strikes (II)
13	—	Unbridled Wrath	Endless Wrath (II)	Focused Strikes (III)
14	—	Unbridled Wrath	Endless Wrath (III)	Focused Strikes (IV)
15	Vanguard's Strike	Unbridled Wrath	Endless Wrath (IV)	Focused Strikes (V)
16	—	Unbridled Wrath	Endless Wrath (V)	Force of Will (I)
17	Earthrending Strike	Graceful Repose	Combat Rage (II)	Force of Will (II)
18	—	Graceful Repose	Combat Rage (III)	Force of Will (III)
19	—	Graceful Repose	Combat Rage (IV)	Force of Will (IV)
20	Heroic Charge	Graceful Repose	Combat Rage (V)	Force of Will (V)
21	—	Vanguard's Strike	Valorous Renewal (I)	Focused Rage (I)
22	—	Vanguard's Strike	Valorous Renewal (II)	Focused Rage (II)
23	—	Vanguard's Strike	Valorous Renewal (III)	Focused Rage (III)
24	—	Vanguard's Strike	Valorous Renewal (IV)	Focused Rage (IV)
25	—	Vanguard's Strike	Valorous Renewal (V)	Focused Rage (V)
26	—	Earthrending Strike	Magnitude (I)	Cull the Weak (I)
27	—	Earthrending Strike	Magnitude (II)	Cull the Weak (II)
28	—	Earthrending Strike	Magnitude (III)	Cull the Weak (III)
29	—	Earthrending Strike	Magnitude (IV)	Cull the Weak (IV)
30	—	Earthrending Strike	Magnitude (V)	Cull the Weak (V)



Anjali

- Effective long-range offense
- Melee blows harm multiple foes
- Attacks may set enemies ablaze

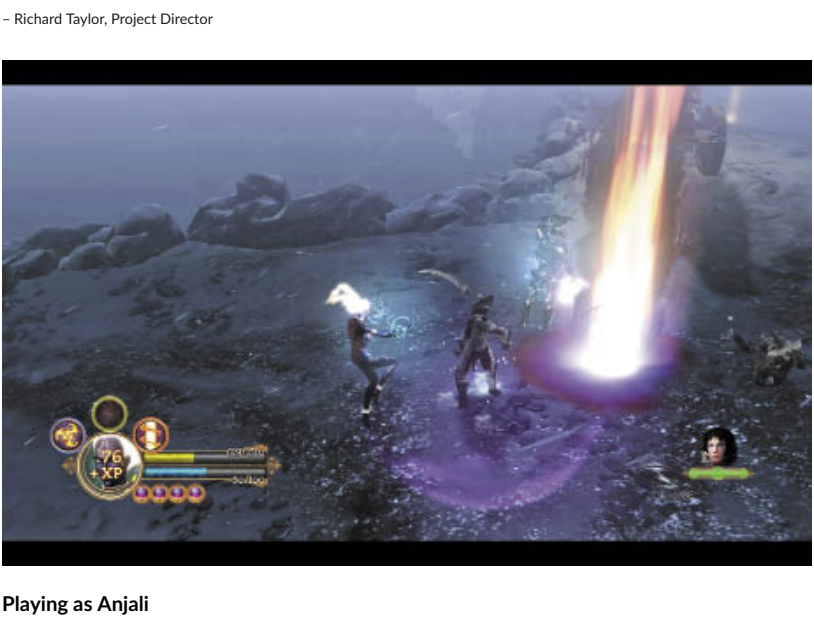
Anjali is an archon—a legend, come to life. In the old stories, archons were spirits of fire who served the long-lost creator gods. But Anjali was raised by friends of the Legion, and she does not know how she came to this world or what happened to the others of her kind.



Developer Commentary

While Anjali's name came later on, the concept of having one of the characters be an archon came up in the very initial stages of the project. Anjali and Lucas were two of the four initial character class ideas we had. When we first were designing the character, the idea was to have one stance be earth magic and the other stance be fire magic. At some point the idea of earth magic was dropped from archons so we got rid of the earth magic stance.

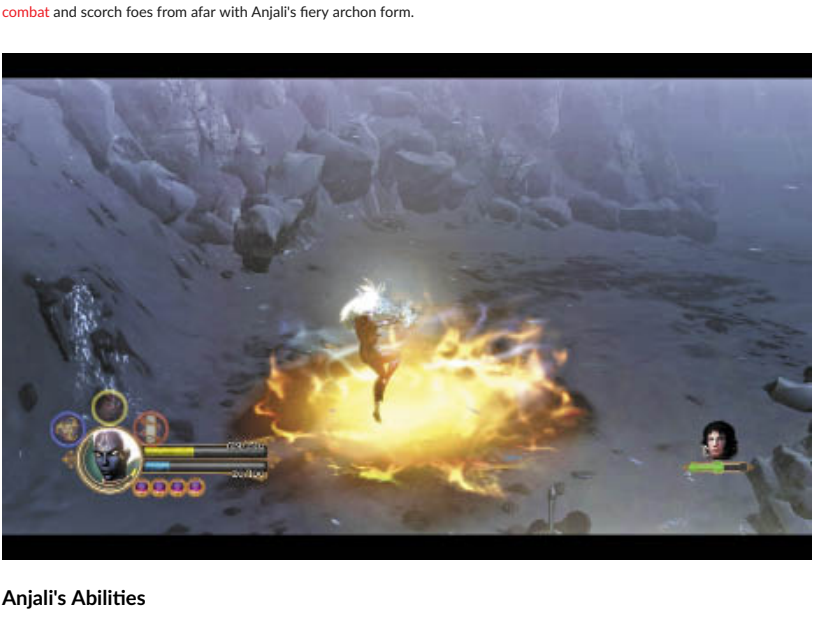
– Richard Taylor, Project Director



Playing as Anjali

Anjali can shift freely between her human form and an incarnation of elemental fire. In human form, she fights with a staff or a spear, allowing her to fend off multiple attackers while leaping in and out of the fray. In her fiery incarnation, she can hurl bolts of flame at ranged targets, flood areas with heat and fire, or inflict searing wounds that injure her foes over time.

Though Anjali can hold her own against mobs of enemies, she truly shines as long-range support for her companions. Still, Anjali is versatile enough to be effective in any scenario—use her melee weapon to battle enemies up close, or evade direct combat and scorch foes from afar with Anjali's fiery archon form.



Anjali's Abilities

Many of Anjali's abilities focus on causing a lingering burning effect that damages her enemies over time. Her human form abilities largely revolve around striking multiple foes and crowd control, while her archon abilities focus on single-target damage. Anjali is also one of two heroes who can summon a familiar to fight by her side—this helps draw some of the enemy's fire away from this sizzling archon.

Spinning Kick

1 Power Sphere per empowered use

Anjali leaps forward with a twirling kick, damaging all enemies in front of her. When empowered, Spinning Kick knocks down all enemies struck by Anjali's leaping attack.

Proficiencies

Crushing Impact : Anjali's Spinning Kick gains a 10 percent chance per rank to stun enemies for two seconds.

Fire Dance : Spinning Kick has a 20 percent chance per rank to inflict a burning damage-over-time effect on enemies.

Spinning Kick is Anjali's default anti-group combat ability, and it's quite useful. Purchase ranks in Crushing Impact to gain up to a 50 percent chance of stunning enemies when you unleash Spinning Kick—this is a very effective group stun that gives Anjali some welcome crowd control. Consider placing a rank or two into Fire Dance to add a three-second burning effect to Anjali's Spinning Kicks, which inflicts minor damage over time (1.95 HP at level 1 up to 138.5 HP at level 30).

Developer Commentary

This was the very first ability we got into the game for Anjali. It helped define the melee warrior feel we wanted her spear stance to have.

– Richard Taylor, Project Director

Aura of Immolation

30 Focus Points per regular use

1 Power Sphere per empowered use

Anjali projects a circle of heat that burns an area for nine seconds. Enemies caught in the area take damage over time. An empowered Aura of Immolation burns with greater intensity. Enemies also have a chance of being stunned every second they spend trapped in the heat.

Proficiencies

Fiery Presence : Each rank of Fiery Presence increases the Aura's damage per second by 10 percent.

Cauterize : Anjali and any companions in the area of Aura of Immolation are slowly healed up to 2 percent of their total Hit Points per rank.

When enemies rush in, unleash Aura of Immolation to surround Anjali in a circle of righteous fire that burns all surrounding foes. The damage is minimal, but its persistence can be enough to keep weaker enemies at bay. Aura of Immolation can be extremely useful in tight spaces, such as corridors, where the enemy can't escape the flames. You can increase Aura of Immolation's damage output by adding ranks in Fiery Presence, but you might find Cauterize's group healing effect to be even more beneficial.

Developer Commentary

While the ability is a fairly simple mechanic, it is one of my favorite abilities in the game. You can choose to sit in the middle of it and force your enemies to take the burning damage for getting close to you, or put it down and move around, having enemies move into it. It's also a menace against stationary enemies. When I play Anjali by myself, I like to take the Fiery Presence proficiency. When Anjali is my companion or I'm playing multiplayer, I like to focus on the Cauterize proficiency. Coordinating with other players to have everyone get in the fire zone for some free health adds some tactical options to multiplayer.

When we first implemented this ability, the aura would move with Anjali instead of staying in one place. We found that wasn't very interesting because the player didn't have to think about where to put it or have the option of putting it down then backing off, or using it against stationary enemies and backing off. Making it so that the aura stayed where the player dropped it made it more interesting to use.

– Richard Taylor, Project Director

Inner Warmth

Anjali enters a state of inner spiritual warmth, regenerating 50 percent of her health over the next 30 seconds. The benefits of Inner Warmth are shared with the party when the ability is empowered.

Proficiencies

Searing Warmth : Anjali's Inner Warmth grants her a 10 percent chance per rank in Searing Warmth to deal damage to enemies when she is attacked in melee.

Rejuvenating Spark : When Anjali uses Inner Warmth, she immediately regains 2 percent of her health per rank in Rejuvenating Spark.

Inner Warmth is the first ability you get to purchase when playing as Anjali. This vital ability allows you to slowly recover 50 percent of Anjali's Hit Points over 30 seconds and requires one Power Sphere to activate. Block enemy attacks to build up Power, then use Inner Warmth to heal Anjali while she battles her foes. Devote ranks to Rejuvenating Spark for a welcome jolt of HP the moment Inner Warmth is activated. If you prefer to fight in close combat with Anjali's weapons, consider taking ranks in Searing Warmth for a chance to reflect up to 50 percent of enemy melee damage back at the attackers.

Developer Commentary

While we wanted every character to have a healing ability for themselves, we wanted each character to be able to spend proficiency points to customize their heal in ways unique to the way they played. In Anjali's case, one can spend points to turn it into a damage shield or get more burst healing, which can be great to have ready when engaging in risky melee fighting.

– Richard Taylor, Project Director

Hurl Spear

Anjali hurls her spear through the air, damaging all targets in a straight line in front of her. Anjali's empowered Hurl Spear attack inflicts higher damage and will bounce from target to target.

Proficiencies

Blinding Strike : Enemies hit by Anjali's Hurl Spear attack have a 5 percent chance per rank to suffer a three-second stun.

Incendiary Javelin : Anjali's Hurl Spear ability has a 20 percent chance per rank in Incendiary Javelin to set her opponents ablaze.

Hurl Spear is a second-tier multi-foe combat ability with good range and a high damage potential. Its low Focus cost and multi-target potential make Hurl Spear ideal for practically any combat scenario. Purchase ranks in Incendiary Javelin for a good chance to set enemies ablaze, dealing damage over time similar to the Spinning Kick ability's Fire Dance proficiency. Or devote ranks to Blinding Strike for a small chance to stun enemies you strike with spears, setting them up for further damage and providing Anjali with a bit more crowd control.

Summon Jackal

Anjali summons a Fire Jackal to attack and harass her foes. The empowered version of Summon Jackal will detonate Anjali's summoned pet in a deadly conflagration.

Proficiencies

Tireless Companion : Each rank provides an additional 10 percent bonus to the Hit Points of summoned Fire Jackals.

Canine Conflagration : Attacks from summoned Fire Jackals have a 10 percent chance per rank of inflicting a burning damage-over-time effect.

Anjali is one of only two characters who can summon a familiar to fight by her side, the other character being Katarina. Anjali can unlock her Summon Jackal ability much earlier in the adventure, however, at level 5 (compared to Katarina's level 12). Use Fire Jackals to give enemies additional threats to worry about—this helps draw some of the enemy's fire away from Anjali. Put a few ranks into Tireless Companion and a few more into Canine Conflagration to add extra burning damage to the Fire Jackal's attacks and help the fearless familiar survive longer in battle.

Developer Commentary

This was among the last abilities we got into the game. I was worried we might not be able to get summonings into Dungeon Siege III, but fortunately we managed to pull it off. I'm very happy with the results. Some people feel bad about blowing the Fire Jackal up with the empowered version of this attack, though...

– Richard Taylor, Project Director

Ignite

Anjali sets her weapon ablaze, increasing her damage by adding 50 percent of her Will to her Attack DPS. When empowered, Ignite sets the weapons of all party members ablaze.

Proficiencies

Everlasting Flame : When struck by Anjali's weapons while Ignite is in effect, creatures have a 20 percent chance per rank in Everlasting Flame to be set afire.

Radiating Warmth : When Anjali damages enemies with her weapon while it is ignited, she has a 5 percent chance per rank in Radiating Warmth to regain health.

Ignite is a fantastic ability for those who enjoy Anjali's melee combat stance. Use it to significantly increase the archon's normal attack damage by adding half of her Will score to her Attack DPS value. When you place ranks into Radiating Warmth, Anjali gains a chance to recover HP equal to 50 percent of the melee damage she deals to enemies while Ignite is active. Putting ranks into Everlasting Flame gives Anjali's melee blows exactly the same chance to set enemies afire as the Spinning Kick ability's Fire Dance proficiency.

Fall from the Heavens

Anjali leaps into the air and crashes down at the targeted location, dealing heavy damage to any affected enemies. When empowered, Anjali's Fall from the Heavens creates a searing radius of damage-over-time at the location where she lands.

Proficiencies

Thunderous Descent : Anjali has a 10 percent chance per rank in Thunderous Descent to knock down enemies affected by Fall from the Heavens for four seconds.

Heaven's Fury : Fall from the Heavens inflicts an additional 10 percent damage per rank.

Fall from the Heavens is a fantastic anti-mob combat ability that inflicts heavy damage against groups of foes. Its Focus cost is high, but you certainly get what you pay for. Thunderous Descent is a worthwhile proficiency that can leave multiple enemies vulnerable to follow-up assaults, while Heaven's Fury simply piles on the damage—this makes Fall from the Heavens even more hazardous.

Developer Commentary

This was an ability that we developed very early on in the project that helped us figure a good target for how awesome abilities can look in DS3 . Even early on, the visual effects associated with it were impressive, and we were proud to show it off in our 2010 E3 demo.

– Richard Taylor, Project Director

Pillar of Fire

Anjali summons a massive pillar of fire at the targeted location. When empowered, Pillar of Fire conjures a wall of flame wider and more destructive than the column of fire normally summoned.

Proficiencies

Staggering Heat : Pillar of Fire slows enemies by 15 percent per rank.

Relentless Inferno : Each rank increases Pillar of Fire's damage by 10 percent.

Pillar of Fire is a devastating combat ability that scorches multiple adversaries with its unexpected and violent arrival. Though a fire-based attack, Pillar of Fire features no prolonged burning or damage-over-time effect. The pillar normally persists for three seconds, but it lasts for six seconds when the empowered ability is used. Depending on your style of play, Pillar of Fire can be upgraded to greatly slow enemies, making them easier to manage, or its damage can be significantly increased to ensure swift decimation.

Volatile Barrier

1. Anjali is encased in a volatile magical barrier, lasting up to 30 seconds. If it absorbs 25 percent of her health, it will explode, causing damage. When it's empowered, each member of the party is shielded by a Volatile Barrier.

Proficiencies

Shroud of Radiance : Volatile Barrier can absorb 10 percent more damage per rank before collapsing.

Fiery Backlash : The explosion from Volatile Barrier's collapse inflicts an additional 20 percent damage per rank.

Volatile Barrier is a unique defensive power that boasts significant offensive potential. Upgrade its Fiery Backlash proficiency to add much more damage when the barrier is destroyed by unwary foes. Shroud of Radiance can make the barrier far more formidable, adding to its defensive value—but every rank you purchase in this proficiency reduces the odds that the barrier will buckle and subsequently detonate in combat.

Anjali's Talents

Anjali has an array of interesting talents, many of which improve upon the benefits of her critical hits—this makes Agility a worthwhile stat to enhance while upgrading Anjali's adventuring gear. Several of Anjali's talents are also meant to improve the archon's ability to heal and inflict damage. Consider the combat stance you most often rely upon and upgrade talents that best suit your unique style of play.

Radiant Will

Anjali receives a 5 percent bonus to Will per rank in Radiant Will.

This talent's benefits are obvious to those who enjoy Anjali's powerful combat abilities. More Will means more Ability DPS—this adds extra sizzle to Anjali's special moves.

Grace of Flame

Five percent of Anjali's Agility per rank of Grace of Flame also applies to Block value.

Though she can handle herself in close quarters, Anjali isn't the sort of melee juggernaut that her comrade Lucas can become. Put ranks into Grace of Flame to boost Anjali's Block score—now, whenever you increase Anjali's Agility to help her land more critical hits, you'll also be improving her ability to block attacks. This translates to easier Power recovery, which allows Anjali to activate healing and defensive abilities more often.

Spiritual Devastation

Anjali's critical hits have a 4 percent chance per rank in Spiritual Devastation to stun enemies.

Critical hits are great, especially when they have a chance to stun enemies. Max out this talent to give every one of Anjali's critical hits a 20 percent chance of also inflicting a three-second stun—assuming the victim survives, of course.

Phoenix's Warmth

Anjali has a 10 percent chance per rank in Phoenix's Warmth to regenerate life when she takes damage.

When Phoenix's Warmth succeeds, Anjali recovers 5 percent of her maximum HP over the next five seconds. This may not seem like much, but Phoenix's Warmth has a chance to succeed each time Anjali takes damage, making it an oft-used talent. With full ranks purchased, Anjali will effectively regain 5 percent of her maximum HP every other time she's hit—a welcome bonus, particularly for fans of the archon's melee style.

Militancy

Anjali's critical hits grant her additional Focus. The amount of Focus gained increases with each rank of Militancy.

Each rank in Militancy causes Anjali to recover 2 Focus Points whenever she scores a critical hit. Combine this with certain other talents, such as Spiritual Devastation and Grace of Flame, to make Agility an increasingly important stat for Anjali to increase—she'll score critical hits more often and begin reaping their many benefits.

Radiance

Whenever Anjali is healed, she heals an additional 4 percent per rank in Radiance.

If you're finding Anjali to be too flimsy and easily slain, rank up her Radiance talent to significantly boost the amount of healing she receives from all sources. This talent combines nicely with Anjali's many healing abilities.

Fury of Fire

Anjali enters a combat fury after defeating opponents that increases damage dealt for 10 seconds. Each rank increases damage dealt.

Fury of Fire grants a 2 percent damage bonus per rank, up to a maximum of a 10 percent boost that lasts for 10 seconds. It's not much on its own, but when combined with Anjali's many other damage-enhancing qualities, this archon's attacks gain a far greater impact.

Brutality

Anjali's critical hits have a chance to spawn an area-of-effect attack that knocks down her opponents.

Here's another useful talent that enhances Anjali's critical hits and crowd control. Each rank of Brutality grants Anjali's criticals a 3 percent chance to knock down surrounding foes, up to a maximum of a 15 percent knockdown chance. It's not much, but each time enemies are knocked to the ground, they'll be defenseless for several seconds while they struggle to right themselves.

Defender's Advantage

When Anjali blocks an attack, she has a chance to gain Defender's Advantage, granting her bonus damage for 10 seconds.

With Defender's Advantage, blocking not only restores Anjali's Power, it also has a chance to fire her up and increase her damage for a short time. Each rank gives just a 1 percent chance to gain Defender's Advantage, up to a maximum of a 5 percent chance, so it's rare that you'll ever notice this talent's damage bonus unless you block quite often.

Reprisal

Each time Anjali is hit, there is a 3 percent chance per rank that her attacker will suffer a burning damage-over-time effect.

Burning things is what Anjali does best—help her set the world afire by giving the archon full ranks in Reprisal. When this talent succeeds, Anjali's attacker is set ablaze, suffering damage equal to Anjali's Ability DPS value spread over three seconds. This is particularly useful to those who prefer to tackle enemies with Anjali's heavy melee blows.

Party Planning

Anjali will first meet Lucas in Stormsong Cavern, followed by Katarina when her journey leads her into the swamps. Reinhart will join Anjali in Stonebridge under certain conditions, much later in the adventure.

When playing as a character other than Anjali, consider the beneficial Deeds that the archon can provide you when set as your active companion. Keep Anjali by your side and make choices during dialogue sequences that impress her. This will gain you Influence with Anjali—and the more Influence you gain with the archon, the more beneficial Deeds you will acquire

Tier 1 Deed: Celestial Ally
(3 Influence Gains)

You have earned the trust of the archon, Anjali.

Player Gains: +2 Attack

Tier 2 Deed: Fiery Loyalty
(14 Influence Gains)

Anjali's faith in you has become unshakable.

Player Gains: +3 Attack

Tier 3 Deed: Radiant Friendship (21 Influence Gains)

You have earned Anjali's undying loyalty and friendship.

Player Gains: +5 Attack

Sample Builds

Consider the following sample builds of Anjali—these are level-by-level examples of the abilities, proficiencies, and talents that one might invest in to make this awesome archon really heat things up in battle.

Anjali—Defensive Build

Many of Anjali's abilities and talents can be upgraded to give her a defensive advantage. Purchase the following abilities, proficiencies, and talents to help Anjali persevere throughout even the most grueling and prolonged of battles.

Stats to Max: Armor, Stamina, Block

Useful Chaos Effect(s): Vampire, Weakening, Warding

Level	Ability Purchased	Ability Upgraded	Proficiency Purchased	Talent Purchased
2	Inner Warmth	Inner Warmth	Rejuvenating Spark (I)	Phoenix's Warmth (I)
3	—	Inner Warmth	Rejuvenating Spark (II)	Phoenix's Warmth (II)
4	—	Inner Warmth	Rejuvenating Spark (III)	Phoenix's Warmth (III)
5	Summon Jackal	Inner Warmth	Rejuvenating Spark (IV & V)	Phoenix's Warmth (IV & V)
6	—	Summon Jackal	Tireless Companion (I)	Grace of Flame (I)
7	—	Summon Jackal	Tireless Companion (II)	Grace of Flame (II)
8	—	Summon Jackal	Tireless Companion (III)	Grace of Flame (III)
9	Ignite	Aura of Immolation	Cauterize (I)	Grace of Flame (IV)
10	—	Aura of Immolation	Cauterize (II)	Grace of Flame (V)
11	—	Aura of Immolation	Cauterize (III)	Radiance (I)
12	Volatile Barrier	Aura of Immolation	Cauterize (IV)	Radiance (II)
13	—	Aura of Immolation	Cauterize (V)	Radiance (III)
14	—	Volatile Barrier	Shroud of Radiance (I)	Radiance (IV)
15	Fall from the Heavens	Volatile Barrier	Shroud of Radiance (II)	Radiance (V)
16	—	Volatile Barrier	Shroud of Radiance (III)	Radiant Will (I)
17	Pillar of Fire	Volatile Barrier	Shroud of Radiance (IV)	Radiant Will (II)
18	—	Volatile Barrier	Shroud of Radiance (V)	Radiant Will (III)
19	—	Summon Jackal	Tireless Companion (IV)	Radiant Will (IV)
20	Hurl Spear	Summon Jackal	Tireless Companion (V)	Radiant Will (V)
21	—	Fall from the Heavens	Thunderous Descent (I)	Militancy (I)
22	—	Fall from the Heavens	Thunderous Descent (II)	Militancy (II)
23	—	Fall from the Heavens	Thunderous Descent (III)	Militancy (III)
24	—	Fall from the Heavens	Thunderous Descent (IV)	Militancy (IV)
25	—	Fall from the Heavens	Thunderous Descent (V)	Militancy (V)
26	—	Ignite	Radiating Warmth (I)	Brutality (I)
27	—	Ignite	Radiating Warmth (II)	Brutality (II)
28	—	Ignite	Radiating Warmth (III)	Brutality (III)
29	—	Ignite	Radiating Warmth (IV)	Brutality (IV)
30	—	Ignite	Radiating Warmth (V)	Brutality (V)

Anjali—Crash and Burn Build

Anjali's greatest strength lies in her complete mastery over the lethal element of fire. Upgrade Anjali's abilities and talents as shown in the table to transform this archon into a fiery incarnation of mayhem and vengeance.

Stats to Max: Attack, Will

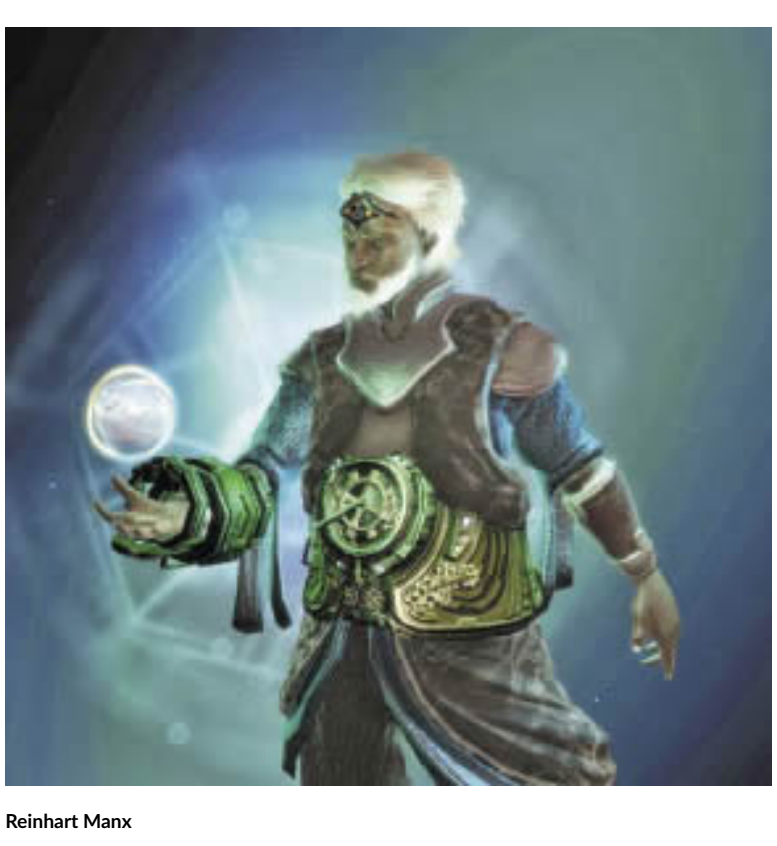
Useful Chaos Effect(s): Fire, Ice, Poison, Lightning

Level	Ability Purchased	Ability Upgraded	Proficiency Purchased	Talent Purchased
2	Inner Warmth	Spinning Kick	Fire Dance (I)	Radiant Will (I)
3	—	Spinning Kick	Fire Dance (II)	Radiant Will (II)
4	—	Spinning Kick	Fire Dance (III)	Radiant Will (III)
5	Ignite	Spinning Kick	Fire Dance (IV & V)	Radiant Will (IV & V)
6	—	Ignite	Everlasting Flame (I)	Phoenix's Warmth (I)
7	—	Ignite	Everlasting Flame (II)	Phoenix's Warmth (II)
8	—	Ignite	Everlasting Flame (III)	Phoenix's Warmth (III)
9	Summon Jackal	Ignite	Everlasting Flame (IV)	Phoenix's Warmth (IV)
10	—	Ignite	Everlasting Flame (V)	Phoenix's Warmth (V)
11	—	Summon Jackal	Canine Conflagration (I)	Fury of Fire (I)
12	Fall from the Heavens	Fall from the Heavens	Heaven's Fury (I)	Fury of Fire (II)
13	—	Fall from the Heavens	Heaven's Fury (II)	Fury of Fire (III)
14	—	Fall from the Heavens	Heaven's Fury (III)	Fury of Fire (IV)
15	Pillar of Fire	Fall from the Heavens	Heaven's Fury (IV)	Fury of Fire (V)
16	—	Fall from the Heavens	Heaven's Fury (V)	Militancy (I)
17	Hurl Spear	Pillar of Fire	Relentless Inferno (I)	Militancy (II)
18	—	Pillar of Fire	Relentless Inferno (II)	Militancy (III)
19	—	Pillar of Fire	Relentless Inferno (III)	Militancy (IV)
20	Volatile Barrier	Pillar of Fire	Relentless Inferno (IV)	Militancy (V)
21	—	Pillar of Fire	Relentless Inferno (V)	Defender's Advantage (I)
22	—	Summon Jackal	Canine Conflagration (II)	Defender's Advantage (II)
23	—	Summon Jackal	Canine Conflagration (III)	Defender's Advantage (III)
24	—	Summon Jackal	Canine Conflagration (IV)	Defender's Advantage (IV)
25	—	Summon Jackal	Canine Conflagration (V)	Defender's Advantage (V)
26	—	Hurl Spear	Incendiary Javelin (I)	Reprisal (I)
27	—	Hurl Spear	Incendiary Javelin (II)	Reprisal (II)
28	—	Hurl Spear	Incendiary Javelin (III)	Reprisal (III)
29	—	Hurl Spear	Incendiary Javelin (IV)	Reprisal (IV)
30	—	Hurl Spear	Incendiary Javelin (V)	Reprisal (V)

PRIMA GAMES

Cast

Reinhart Manx

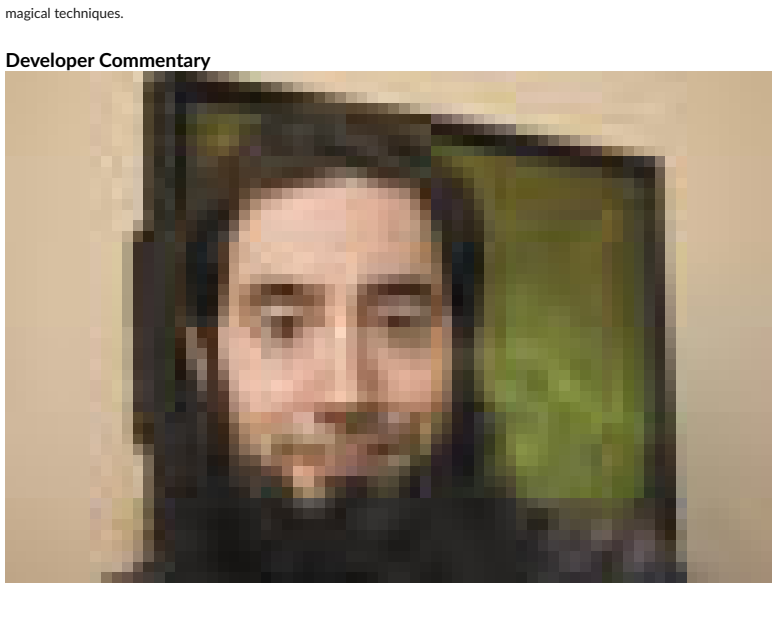


Reinhart Manx

- Devastating ranged attacks that annihilate enemy groups
- Slow but powerful melee blows
- Vulnerable to rushers—must avoid being surrounded

Reinhart Manx is descended from a long line of Legion mages. He has spent most of his life at the Collegium, in the city of Stonebridge, immersed in the study and practice of magic. Reinhart is known for his unconventional thinking and innovative magical techniques.

Developer Commentary



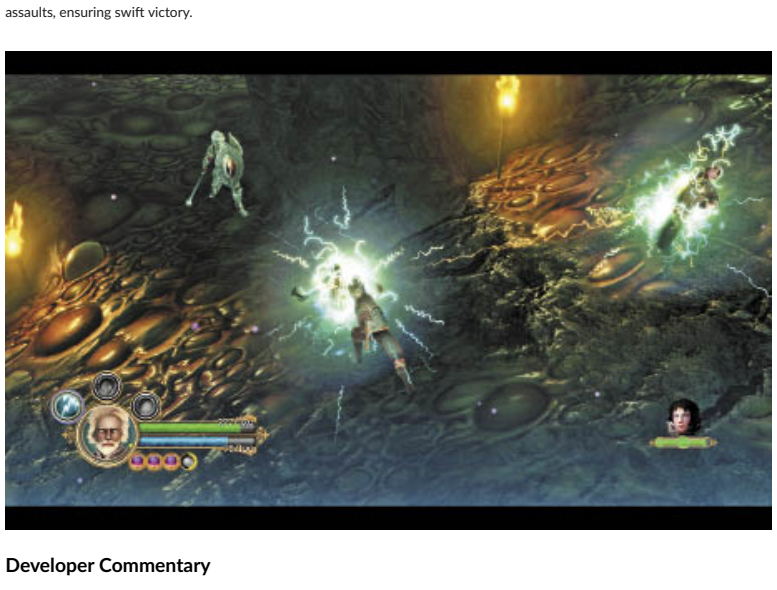
My designs (and my life in general) are generally fueled by contrarian rage. I knew we needed a "mage" in Dungeon Siege III, but I didn't want some 4-HP tool that casts a magic missile and then needs to take a nap. Reinhart is a very physical guy—you'll see him punching and making sweeping gestures with his magic. At the same time, he's magic to the core: lesser men might roll to safety; Reinhart just teleports.

– Matt MacLean, Senior Designer

Playing as Reinhart

A scholar of arcane magic, Reinhart warps the forces of creation and destruction to his will. His Entropic magic can blast a wide area with life-extinguishing force, though it leaves him open to attack. It is perfect for destroying crowds of enemies, as long as he keeps them at a distance. His Dynamic magic is channeled through an arcane gauntlet and capacitor. It creates deadly currents of energy with a mere motion of his hand, allowing Reinhart to quickly incapacitate a single target at close range.

In the hands of a skilled player, Reinhart can become an unstoppable offensive force. Shred inbound enemies with his lethal Entropic magic—you can catch melee foes as they rush in if you're fast. Then switch to Reinhart's powerful single-foe Dynamic magic to finish off the wounded. Because Reinhart's close-range attacks are somewhat slow, this mischievous mage is at his best when being supported by a frontline companion. This leaves Reinhart free to assail enemies with his devastating Entropic assaults, ensuring swift victory.



Developer Commentary

My goal with Reinhart was to make him the character that is intentionally a bit obtuse to play. His Dynamic attacks have terrible reach and are single-target, while his Entropic attacks are slow and are utterly useless against close combatants. His two base abilities (Lightning Strike and Clockwork Trap) require him to wind up for an attack—forcing the player to think ahead.

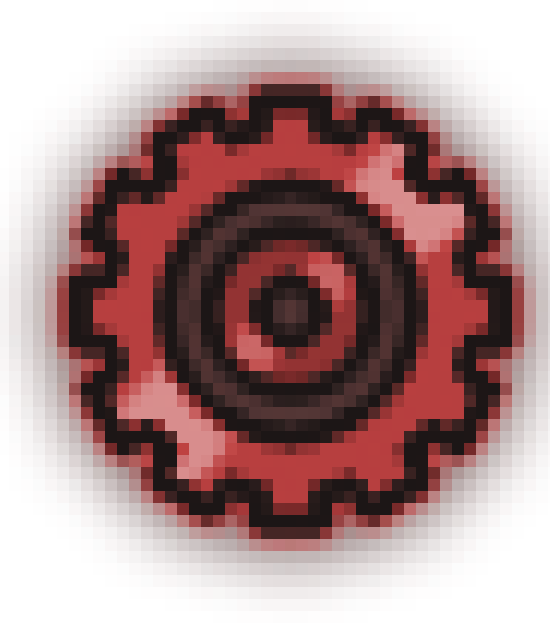
The visual effects for Reinhart's magic (thanks, Jay Bakke and James Melilli) really completed his character for me. When his temporary effects were replaced with the effects you'll see in the final game, I was deluged with feedback about how much the dev team enjoyed playing him.

– Matt MacLean, Senior Designer

Reinhart's Abilities

Reinhart cranks out plenty of damage right from the start, but he suffers from a lack of defense against swarming hostiles. You may therefore wish to focus on upgrading his defensive abilities first, as well as his single-enemy offense—this will help you heal and reduce damage, and will promote reliable one-hit kills. Lay traps and lead enemies to their doom with Reinhart's Clockwork Trap ability—it's both fun and effective. Once you unlock Reinhart's top-tier abilities, Creative Destruction can help you deal with enemy groups quite handily.

Lightning Strike



Launches a deadly lightning bolt against a single foe. An empowered Lightning Strike launches a slow-moving ball of lightning that injures everything along its path.

Proficiencies

Thunderclap : Each time Reinhart casts Lightning Strike, he causes a shockwave that stuns nearby enemies for 0.4 seconds per rank.

Power Surge : Lightning Strike gains a 10 percent chance per rank to bounce to an additional target.

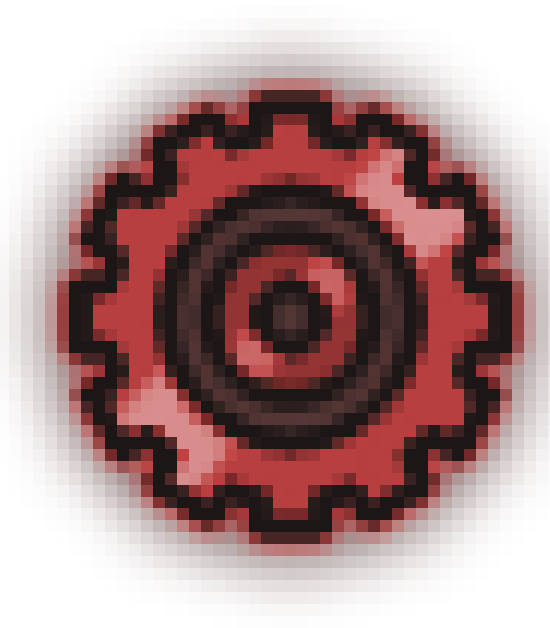
Lightning Strike is a powerful but slow-to-release combat ability that deals massive damage to a single foe. Upgrade its Power Surge proficiency for a chance at striking an additional enemy with each bolt you unleash—when this occurs, both targets suffer full damage as if two separate Lightning Strikes had been cast at once. Or take multiple ranks in Thunderclap to help Reinhart use this ability more safely—he'll briefly stun all enemies near him each time he uses Lightning Strike, allowing Reinhart to cast multiple strikes in sequence without being mobbed.

Developer Commentary

The first pass of the Power Surge proficiency went in on a very busy day, and it guaranteed Lightning Strike would bounce n+1 times. So at five ranks, you'd hit six targets. My inbox was filled with half the team telling me it was the best thing ever and the other half telling me (rightfully so) that I had lost all sense of balance. Needless to say, the final incarnation is still good, but it's no longer a no-brainer decision which proficiency to take.

– Matt MacLean, Senior Designer

Clockwork Trap



Summons a trap at Reinhart's feet. Any enemy crossing it will detonate the trap, unleashing a deadly blast. Casting an empowered Clockwork Trap detonates all existing Clockwork Traps with greater force and radius than usual.

Proficiencies

Temporal Distortion : Enemies hit by the Clockwork Trap suffer a 12 percent per rank slowing effect for two seconds per rank.

Force Magnification : Clockwork Traps cause 10 percent more damage per rank.

Clockwork Trap is a unique ability that can be used to great effect by the creative mage. Deploy Clockwork Traps when you see enemies ahead, then lure foes in to their doom—act quickly, however, for the traps vanish just 15 seconds after being placed. Adding damage to Clockwork Trap through Force Magnification is enticing, but don't overlook Temporal Distortion—slowing enemies sets them up for a dose of Reinhart's devastating Entropic magic.

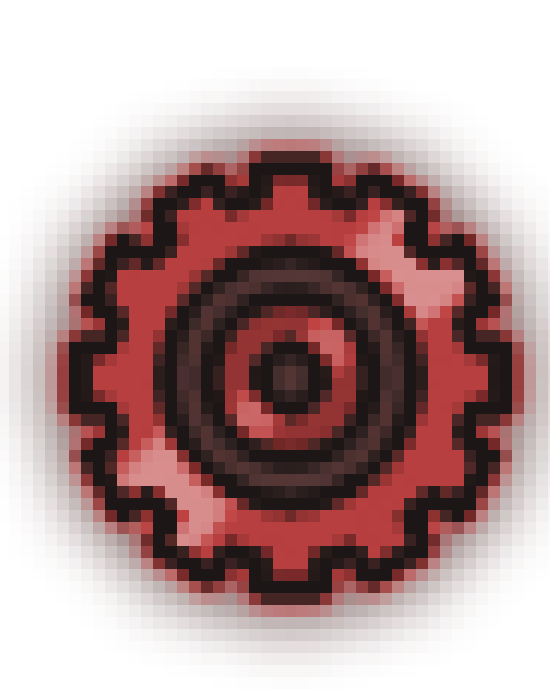
Developer Commentary

The empowered version of Clockwork Trap is meant to be a little unorthodox in its utility. It's worth noting that every Clockwork Trap detonates a blast that is larger in diameter than the "trip wire" radius that makes it go off. This is so that a conga line of enemies moving through the trap will have the first guy trigger the trap and several enemies behind him will also get caught in the carnage.

The empowered version works if and only if you can place some traps and time the forced detonation effect before the traps would fire off normally. It does some of the highest damage per point of Focus spent in the game, but you have to work for it.

– Matt MacLean, Senior Designer

Circle of Healing



Reinhart enacts a healing spell that heals 50 percent of his health over the course of 30 seconds. Circle of Healing benefits the entire party when empowered.

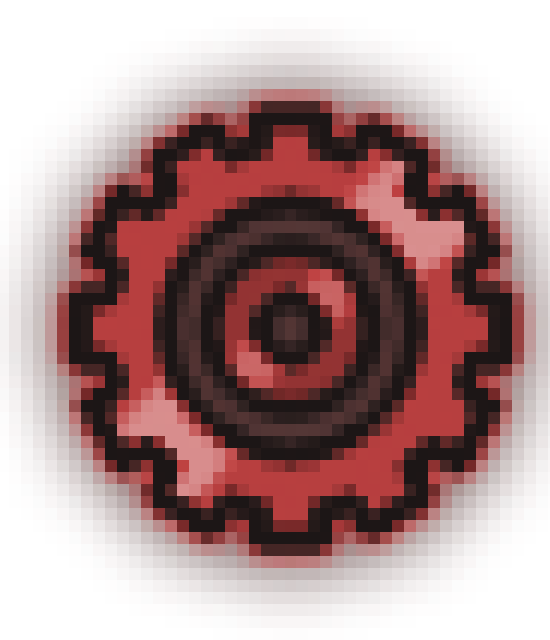
Proficiencies

Vector Dampening : While Circle of Healing is active, Reinhart takes 5 percent per rank less damage.

Aggressive Defense : While Circle of Healing is in effect, enemies suffer a slight damage-over-time effect as long as they remain near Reinhart.

Circle of Healing is the first ability that Reinhart unlocks. Unlike his two starting abilities, Circle of Healing is a defensive technique that requires Power to activate. Use Circle of Healing as often as possible to keep a steady trickle of Hit Points (HP) flowing into Reinhart. Because Reinhart is vulnerable to melee-rush adversaries, consider taking ranks in either Vector Dampening or Aggressive Defense to help reduce the damage Reinhart suffers while healing or to punish foes that swarm in.

Mirror Leap



Teleports Reinhart to a chosen location and leaves behind a decoy image of Reinhart. The duplicate summoned by empowered Mirror Leap lures all enemies, forcing them to attack it, even if Reinhart is closer.

Proficiencies

Temporal Wake : Each time Reinhart uses Mirror Leap, he stuns enemies near his point of departure for 1–3 seconds.

Damaging Illusion : Reinhart's mirror decoy reflects 10 percent of the damage he sustains back at the attacker. This damage reflection increases by 2 percent per rank.

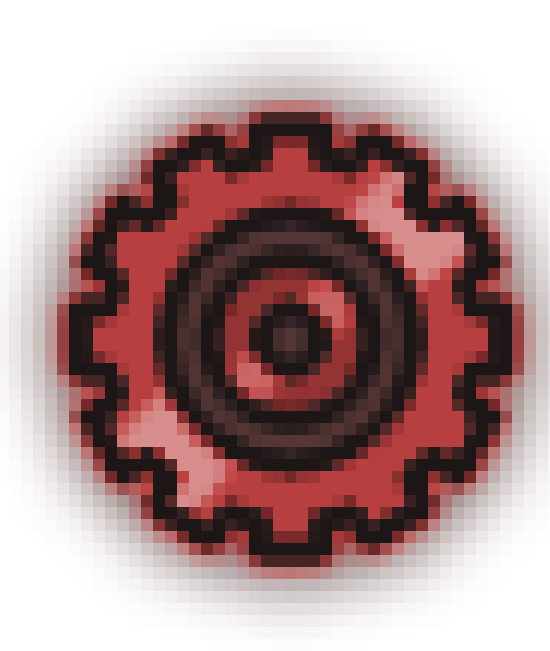
Mirror Leap is a handy second-tier ability that allows Reinhart to escape danger while simultaneously creating a copy of himself that engages and harasses enemies. Use Mirror Leap to flee from foes, then quickly turn and annihilate them with Reinhart's Entropic magic while they're being distracted by the decoy. The first rank you take in Temporal Wake causes a one-second stun on enemies near Reinhart's point of departure, and each additional rank increases the stun length by half a second, up to a maximum of a three-second stun. The first rank in Damaging Illusion causes Reinhart's double to reflect 12 percent of the damage he sustains back at the attacker. Each additional rank adds an additional 2 percent damage, up to a maximum of 20 percent damage reflection.

Developer Commentary

Mirror Leap quickly became a favorite with developers playing the game in their free time. When the AI-controlled companions were first programmed to rescue you from death, this functionality inadvertently trickled down to Reinhart's mirror image, and it was pretty hilarious (and very over-powered) to have your magical clone pick you up off the ground when you were knocked out.

– Matt MacLean, Senior Designer

Geometry of Annihilation



Conjures a circle of energy centered at a chosen location. Enemies are gradually injured as long as they remain in the circle. Empowered Geometry of Annihilation causes increased damage over time and stuns any enemies in its area of effect when first summoned.

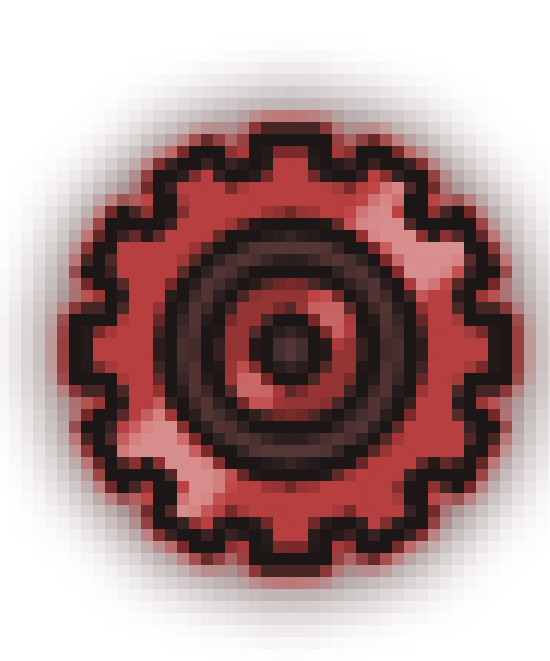
Proficiencies

Enduring Negation : Geometry of Annihilation remains in effect for two additional seconds per rank.

Temporal Inversion : Enemies hit by Geometry of Annihilation are slowed by 5 percent per rank, and allies in the circle gain 5 percent per rank Agility bonus.

Geometry of Annihilation is another second-tier ability that Reinhart can use to great effect against his foes. Casting this ability summons a wide circle at Reinhart's feet, which inflicts significant damage over time to all nearby enemies. The circle remains in play for nine seconds and serves as a good deterrent against swarming foes. Both of this ability's proficiencies have merit—consider dividing up ranks between the two.

Barrier Field



Summons a powerful barrier around Reinhart that absorbs up to 33 percent of Reinhart's maximum Hit Points. When Barrier Field is empowered, the entire party is protected.

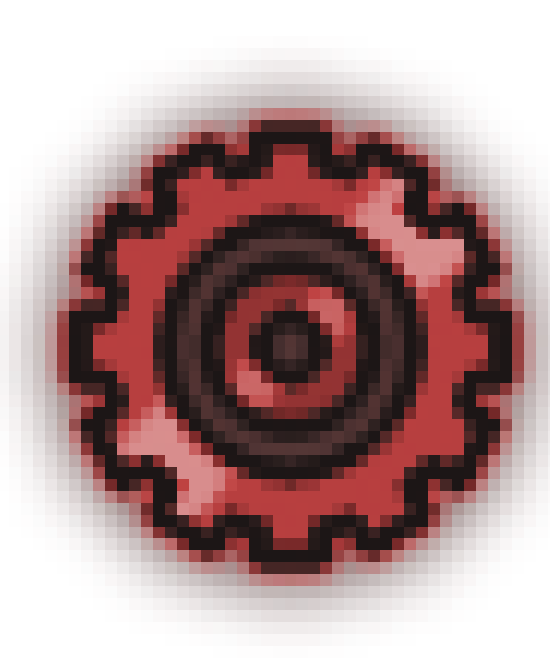
Proficiencies

Equal and Opposite Reaction : While Barrier Field is active, 10 percent of incoming melee damage per rank is reflected back at enemies.

Angle of Incidence : Barrier Field has a 10 percent chance per rank to reflect projectiles that strike Reinhart.

Barrier Field is Reinhart's second-tier defensive ability. It provides him with a force field that completely absorbs all damage until it reaches its tolerance limit—33 percent of Reinhart's maximum HP. Consider purchasing a few ranks in both of Barrier Field's proficiencies—this will punish foes who lash out at Reinhart with both melee and ranged attacks. Note that projectiles reflected by Angle of Incidence deal their full damage back against the attacker—Equal and Opposite Reaction reflects less damage, but it always succeeds.

Electrocute



Reinhart unleashes a continuous torrent of energy on an enemy target for as long as the attack is held or until he runs out of Focus. Empowered Electrocute delivers a stunning current of electricity on a single target until the ability is halted or Reinhart is out of Power.

Proficiencies

Arc Mage : Reinhart's Electrocute ability causes additional splash damage to enemies near the chosen target.

Killerhertz : Electrocute causes 5 percent more damage per rank.

Electrocute is Reinhart's top-tier single-foe combat ability. Unleash Electrocute to inflict tremendous damage in a short period of time against a single enemy—it's ideal against bosses and other resilient foes. Turn Electrocute into an effective anti-group ability by placing ranks into Arc Mage, or increase its damage output with ranks in Killerhertz. Take a few ranks in each to really crank up the carnage.

Developer Commentary

The original design was for the third-tier Dynamic ability to be Summon Automaton (which did exactly as it said). The Automaton had a short-range electricity attack, and it just seemed more interesting to have Reinhart do that himself rather than getting someone else to do the work.

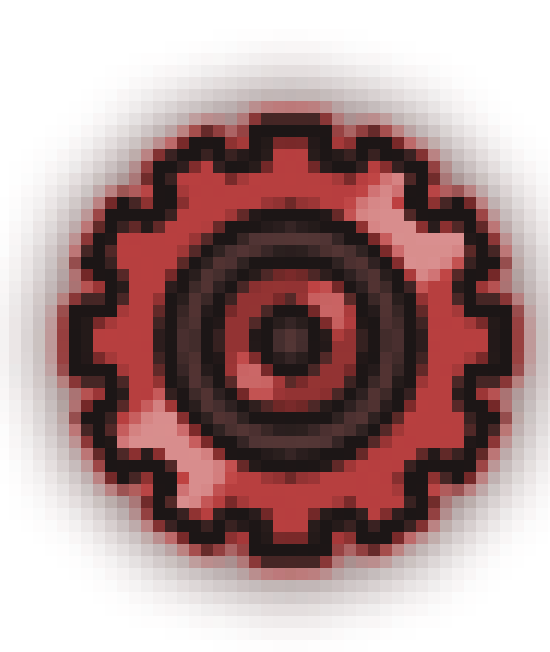
– Matt MacLean, Senior Designer

Developer Commentary

The names of many of Reinhart's traits were very carefully added late in the game so as to keep George Ziets (the Creative Lead) from looking at me with disdain and insisting I change them. Not exactly the most mature move of my career, but I'm generally a terrible person who loves physics and terrible puns.

– Matt MacLean, Senior Designer

Creative Destruction



Fires a conical blast for as long as the attack is held, or until Reinhart runs out of Focus. Allies hit by the blast receive minor healing. Empowered Creative Destruction causes increased damage and stuns all targets caught in the blast.

Proficiencies

Siphon Life : Reinhart recovers Hit Points equal to 3 percent per rank of the damage he inflicts with Creative Destruction.

Entropy's Shackles : Enemies struck by Creative Destruction take 5 percent per rank more damage from subsequent attacks.

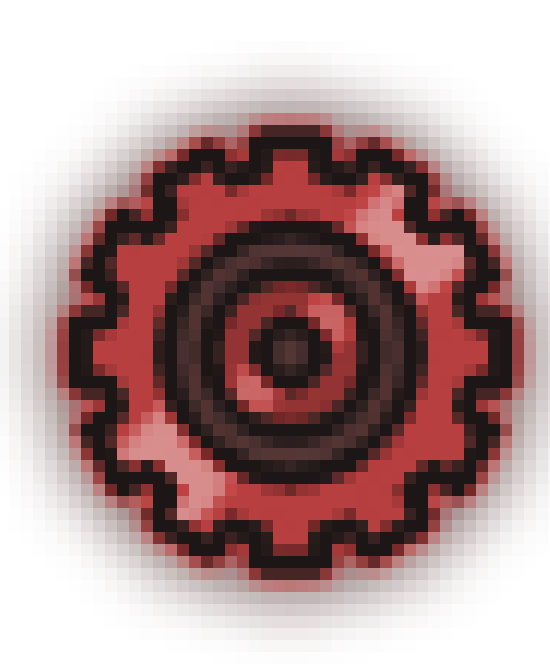
Creative Destruction is Reinhart's top-tier multi-foe combat ability, and it's also uniquely capable of healing Reinhart's comrades by 5 percent of the damage that Creative Destruction inflicts on foes. Use Creative Destruction to weaken swarming enemies while simultaneously healing your frontline companions. This ability truly shines once upgraded with ranks in either of its worthy proficiencies—Entropy's Shackles effectively allows Reinhart to cast a group-weaken effect, while Siphon Life can quickly restore Reinhart's precious HP.

Developer Commentary

The differences between Electrocute and Creative Destruction might not be readily apparent. Both are channeling-style abilities with forward arcs of fire. Use Electrocute to quickly take down single targets, but be aware there's a slightly longer delay for him to ready his attack. Creative Destruction is faster to initiate and hits multiple targets. It's also arguably better if you're playing with a friend (especially if that friend is Lucas and will usually be standing in the thick of a fight) due to the healing side effect. It is, however, much less useful for single-target assassination.

– Matt MacLean, Senior Designer

Perpetual Momentum



For 30 seconds, Reinhart slowly recovers Focus and is immune to stunning and slowing effects. Empowered Perpetual Momentum extends its benefits to the entire party.

Proficiencies

Heightened Concentration : Reinhart's Focus regeneration is increased by 12 percent per rank while Perpetual Momentum is active.

Mind Over Mortality : While Perpetual Momentum is active, any healing Reinhart receives is increased by 5 percent per rank.

Perpetual Momentum is Reinhart's top-tier defensive ability, used to regenerate Focus so he can unleash his powerful offensive abilities more often in battle. While Perpetual Momentum is active, Reinhart slowly regains 50 Focus Points over 30 seconds. Substantially more Focus can be gained by purchasing ranks in Heightened Concentration—up to a maximum of 30 additional Focus (80 Focus in total) with full ranks taken in this proficiency. Or devote ranks to Mind Over Mortality to turn this into a true defensive ability that increases the amount of healing Reinhart receives from all sources while Perpetual Momentum is active.

Reinhart's Talents

Many of Reinhart's talents revolve around enhancing the effectiveness of his already-devastating combat abilities. Others can weaken his enemies or slow them to set the stage for Reinhart's Entropic magic attacks. Consider the abilities you use most often and upgrade talents that best complement those powers.

Genius!

Reinhart's Will is increased by 4 percent per rank.

Genius! combines with other valuable talents, such as Quick Thinking, to increase the power and damage output of Reinhart's abilities. This is a good first talent for Reinhart to max out because it increases the effectiveness of his combat abilities across the board.

Dynamic Mastery

Enemies hit by Lightning Strike, Mirror Leap, or Electrocute suffer charged status, taking 3 percent additional damage per rank.

This valuable talent grants Reinhart bonus damage when he unleashes his single-foe combat abilities—a welcomed advantage with obvious benefits.

Developer Commentary

The initial plan for Reinhart was to have all his Dynamic abilities inflict "charged" and all his Entropic abilities inflict "drained," and if any target was hit by both status effects at the same time, the two status effects would mutually annihilate each other with damaging effects. This was a lot of fun on paper, but it proved hard to communicate to even our more detail-oriented coworkers. Moreover, it caused untold amounts of insanity with Reinhart's many rapidly cycling attacks. If you used Electrocute on an enemy standing in Geometry of Annihilation, the end result was so insane you'd never bother using any other ability again.

The end solution is more elegant. You get to construct your version of Reinhart to get extra utility out of whichever set of attacks you like best (or both if you want to spend the points) and can further enhance this effect with Ruin and Restoration and Shock and Awe.

– Matt MacLean, Senior Designer

Entropic Mastery

Foes hit by Clockwork Trap, Geometry of Annihilation, or Creative Destruction suffer drained status, losing 3 percent attack power per rank.

This talent reduces the attack power of victims of Reinhart's multi-foe combat abilities, making them less dangerous. The drained status effect inflicted by this talent lasts for 10 seconds. Entropic Mastery also combines with another of Reinhart's talents, Ruin and Restoration, to afford Reinhart a low chance of gaining a small amount of HP back from drained enemies.

Numismatics

The amount of money acquired from piles of gold that Reinhart picks up is increased by 20 percent per rank.

Extra gold is always welcome, but this talent won't have much impact on Reinhart's coin purse until later in the adventure, when loose piles of gold aren't so skimpy. If you're in need of cash in the game's later stages, consider devoting some ranks to Numismatics, and turn those large later-game piles of loot Reinhart finds into really large piles of loot. Note that Numismatics affects piles of gold found in chests, barrels, and other lootable objects, as well as the piles of gold commonly dropped by enemies.

Quick Thinking

Reinhart's Agility contributes to his Ability DPS by 10 percent per rank.

This excellent talent allows Reinhart to significantly increase the power of all of his abilities by adding up to half of his Agility score to his Ability DPS. Best of all, Quick Thinking allows Reinhart to do this as he increases his odds of scoring critical hits—for Agility determines a character's critical hit chance. Max out this worthy talent as soon as it becomes available.

Developer Commentary

This talent is a must if you're playing on Hardcore difficulty, but to get the most out of it you may have to equip gear that favors Agility over everything else—even if that means giving up gear that's better overall. High Agility by itself is great for Reinhart, as his Entropic attacks hit multiple targets or do lingering damage—each hit and each tick of damage-over-time gets a chance to critically hit. And when this Agility is also increasing the base damage of his abilities… hilarity ensues.

– Matt MacLean, Senior Designer

Eureka Moment

Each time Reinhart inflicts a critical hit he recovers 2 percent per rank of his total Power.

Eureka Moment goes hand-in-hand with Quick Thinking, making Agility even more valuable to Reinhart. Now, when you increase Reinhart's Agility to help him score critical hits, you'll also be increasing the rate at which he recovers Power through Eureka Moment—this allows Reinhart to unleash his defensive and empowered offensive abilities more often in battle as he devastates foes with critical blows.

Timely Escape

Each time Reinhart dodges, he inflicts a modest slowing effect on enemies close to where he started his dodge.

Slowing foes is a brilliant tactic for Reinhart, for it simplifies the task of shredding them with his lethal Entropic magic. Allow enemies to swarm Reinhart, then dodge away to slow them all with Timely Escape. The slow effect inflicted by this talent is increased by 10 percent per rank and lasts a full five seconds—plenty of time for Reinhart to set up a devastating Entropic assault once he's moved off. The benefits of this unassuming talent should not be overlooked.

Adept Spell Casting

The Focus costs of all of Reinhart's abilities are reduced by 4 percent per rank.

This straightforward talent's benefits are clear—a cheaper Focus cost means Reinhart can unleash more offensive abilities in battle before running out of Focus. Combine Adept Spell Casting with talents that increase the effectiveness of Reinhart's abilities, such as Genius! and Quick Thinking, so he can unleash his devastating combat abilities more often.

Shock and Awe

Reinhart's charged status effect has a 2 percent chance per rank to also inflict a short stun.

Shock and Awe pairs with another of Reinhart's talents, Dynamic Mastery, to potentially stun enemies that suffer charged status as a result of his single-foe combat abilities. Though this talent has a low chance to succeed, enemies remain stunned for a full three seconds when it does, which is more than enough time for Reinhart to finish them off or flee to safer ground.

Ruin and Restoration

Drained enemies, per rank, have a 2 percent chance per second to lose some Hit Points, which are transferred to Reinhart in the form of healing.

Ruin and Restoration pairs with another of Reinhart's talents, Entropic Mastery, to potentially heal Reinhart when he inflicts the drained status against enemies with his multi-foe combat abilities. The amount of healing varies based on Reinhart's Ability DPS score, which can be increased through other talents of Reinhart's, such as Genius! and Quick Thinking.

Party Planning

Reinhart will first meet Anjali in Stormsong Cavern, followed by Katarina when his journey leads him into the swamps. Lucas will join Reinhart during his quests in Stonebridge, much later in the adventure.

When playing as a character other than Reinhart, consider the beneficial Deeds that Reinhart can provide you when set as your active companion. Keep Reinhart by your side and make choices during dialogue sequences that impress him. This will gain you Influence with Reinhart—and the more Influence you gain with Reinhart, the more beneficial Deeds you will acquire.

Developer Commentary

I'm biased here, but I think Dungeon Siege III is best enjoyed when you say whatever you feel like saying in dialogues. That said, if you want to try and build a strong rapport with Reinhart, just keep in mind that he embraces the Legion virtue of empathy (being something of a foil to Anjali's deep-seated need for justice). Forgiveness and care for the downtrodden impress Reinhart.

– Matt MacLean, Senior Designer

Tier 1 Deed: Academic Ally
(2 Influence Gains)

You have gained the trust of Reinhart, scholar of Stonebridge.

Player Gains: +2 Will

Tier 2 Deed: Tenured Loyalty
(10 Influence Gains)

Reinhart is thoroughly impressed by your actions and your words. You have his trust and respect.

Player Gains: +3 Will

Tier 3 Deed: Doctorate of Friendship (15 Influence Gains)

Reinhart admires the choices that you have made, and he considers you his closest friend and ally.

Player Gains: +5 Will

Sample Builds

Consider the following sample builds of Reinhart Manx—these are level-by-level examples of the abilities, proficiencies, and talents that one might invest in to make Reinhart more than a match for his foes.

Reinhart—Defensive Build

Reinhart's powerful magic makes short work of foes, but he isn't suited to prolonged bouts of direct combat. Shore up Reinhart's defenses with the following build plan. Several of the abilities listed here will slow or stun Reinhart's enemies, allowing him to step back and shred them with his devastating multi-foe Entropic magic.

Stats to Max: Armor, Stamina, Block

Useful Chaos Effect(s): Vampire, Warding, Retribution

Level	Ability Purchased	Ability Upgraded	Proficiency Purchased	Talent Purchased
2	Circle of Healing	Circle of Healing	Vector Dampening (I)	Genius! (I)
3	—	Circle of Healing	Vector Dampening (II)	Genius! (II)
4	—	Circle of Healing	Vector Dampening (III)	Genius! (III)
5	Mirror Leap	Circle of Healing	Vector Dampening (IV & V)	Genius! (IV & V)
6	—	Mirror Leap	Temporal Wake (I)	Entropic Mastery (I)
7	—	Mirror Leap	Temporal Wake (II)	Entropic Mastery (II)
8	—	Mirror Leap	Temporal Wake (III)	Entropic Mastery (III)
9	Barrier Field	Mirror Leap	Temporal Wake (IV)	Entropic Mastery (IV)
10	—	Mirror Leap	Temporal Wake (V)	Entropic Mastery (V)
11	—	Clockwork Trap	Temporal Distortion (I)	Timely Escape (I)
12	Creative Destruction	Creative Destruction	Siphon Life (I)	Timely Escape (II)
13	—	Creative Destruction	Siphon Life (II)	Timely Escape (III)
14	—	Creative Destruction	Siphon Life (III)	Timely Escape (IV)
15	Perpetual Momentum	Creative Destruction	Siphon Life (IV)	Timely Escape (V)
16	—	Creative Destruction	Siphon Life (V)	Eureka Moment (I)
17	Geometry of Annihilation	Perpetual Momentum	Mind Over Mortality (I)	Eureka Moment (II)
18	—	Perpetual Momentum	Mind Over Mortality (II)	Eureka Moment (III)
19	—	Perpetual Momentum	Mind Over Mortality (III)	Eureka Moment (IV)
20	Electrocute	Perpetual Momentum	Mind Over Mortality (IV)	Eureka Moment (V)
21	—	Perpetual Momentum	Mind Over Mortality (V)	Ruin and Restoration (I)
22	—	Geometry of Annihilation	Temporal Inversion (I)	Ruin and Restoration (II)
23	—	Geometry of Annihilation	Temporal Inversion (II)	Ruin and Restoration (III)
24	—	Geometry of Annihilation	Temporal Inversion (III)	Ruin and Restoration (IV)
25	—	Geometry of Annihilation	Temporal Inversion (IV)	Ruin and Restoration (V)
26	—	Geometry of Annihilation	Temporal Inversion (V)	Adept Spell Casting (I)
27	—	Clockwork Trap	Temporal Distortion (II)	Adept Spell Casting (II)
28	—	Clockwork Trap	Temporal Distortion (III)	Adept Spell Casting (III)
29	—	Clockwork Trap	Temporal Distortion (IV)	Adept Spell Casting (IV)
30	—	Clockwork Trap	Temporal Distortion (V)	Adept Spell Casting (V)

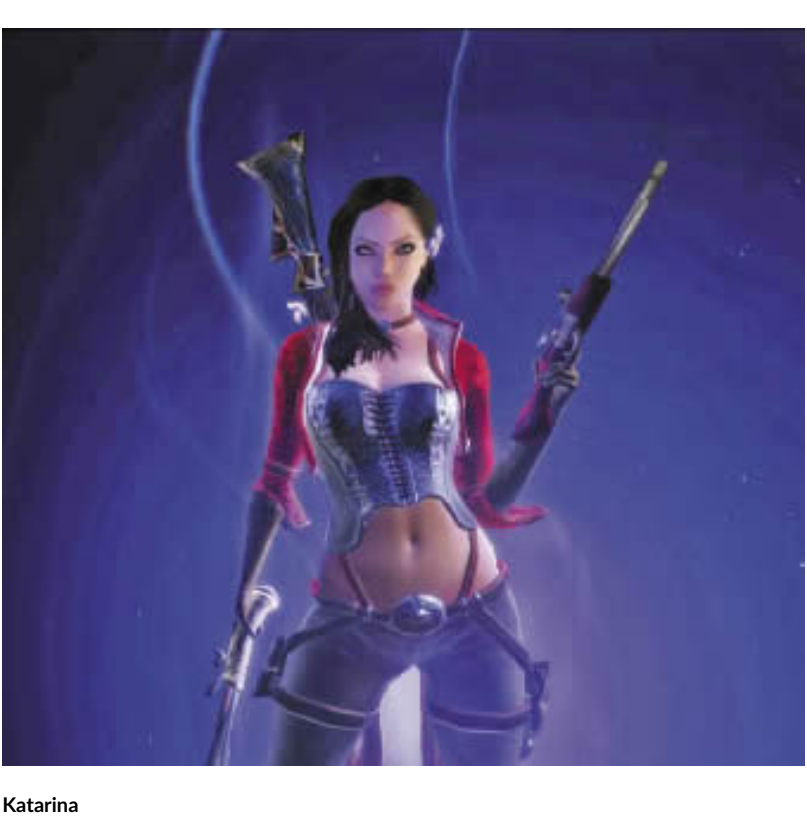
Reinhart—"Mage-hem" Build

Reinhart can cast out some serious damage—try playing this build to see what this gifted mage is truly capable of. Expect to do plenty of dodging during the early stages of the adventure when you play this build—Reinhart is somewhat vulnerable until he is joined by a companion who can draw a portion of the enemy's fire.

Stats to Max: Will, Agility

Useful Chaos Effect(s): Doom, Lightning

Level	Ability Purchased	Ability Upgraded	Proficiency Purchased	Talent Purchased
2	Circle of Healing	Lightning Strike	Power Surge (I)	Dynamic Mastery (I)
3	—	Lightning Strike	Power Surge (II)	Dynamic Mastery (II)
4	—	Lightning Strike	Power Surge (III)	Dynamic Mastery (III)
5	Geometry of Annihilation	Lightning Strike	Power Surge (IV & V)	Dynamic Mastery (IV & V)
6	—	Clockwork Trap	Force Magnification (I)	Genius! (I)
7	—	Clockwork Trap	Force Magnification (II)	Genius! (II)
8	—	Clockwork Trap	Force Magnification (III)	Genius! (III)
9	Barrier Field	Clockwork Trap	Force Magnification (IV)	Genius! (IV)
10	—	Clockwork Trap	Force Magnification (V)	Genius! (V)
11	—	Barrier Field	Equal and Opposite Reaction (I)	Quick Thinking (I)
12	Creative Destruction	Creative Destruction	Entropy's Shackles (I)	Quick Thinking (II)
13	—	Creative Destruction	Entropy's Shackles (II)	Quick Thinking (III)
14	—	Creative Destruction	Entropy's Shackles (III)	Quick Thinking (IV)
15	Electrocute	Creative Destruction	Entropy's Shackles (IV)	Quick Thinking (V)
16	—	Creative Destruction	Entropy's Shackles (V)	Eureka Moment (I)
17	Perpetual Momentum	Electrocute	Killerhertz (I)	Eureka Moment (II)
18	—	Electrocute	Killerhertz (II)	Eureka Moment (III)
19	—	Electrocute	Killerhertz (III)	Eureka Moment (IV)
20	Mirror Leap	Electrocute	Killerhertz (IV)	Eureka Moment (V)
21	—	Electrocute	Killerhertz (V)	Ruin and Restoration (I)
22	—	Circle of Healing	Aggressive Defense (I)	Ruin and Restoration (II)
23	—	Circle of Healing	Aggressive Defense (II)	Ruin and Restoration (III)
24	—	Circle of Healing	Aggressive Defense (III)	Ruin and Restoration (IV)
25	—	Circle of Healing	Aggressive Defense (IV)	Ruin and Restoration (V)
26	—	Circle of Healing	Aggressive Defense (V)	Adept Spell Casting (I)
27	—	Barrier Field	Equal and Opposite Reaction (II)	Adept Spell Casting (II)
28	—	Barrier Field	Equal and Opposite Reaction (III)	Adept Spell Casting (III)
29	—	Barrier Field	Equal and Opposite Reaction (IV)	Adept Spell Casting (IV)
30	—	Barrier Field	Equal and Opposite Reaction (V)	Adept Spell Casting (V)



Katarina

- Lethal long-range single-target attacks
- Great accuracy—skilled at scoring critical hits
- Can weaken and debilitate foes

Katarina is the illegitimate daughter of Hugh Montbarron—the former Grand Master of the Legion—and a Lescanzi witch. Her mother's people are nomads and wanderers, distrusted by many people in Ehb, but they are skilled in both warfare and magic, and Katarina has been trained in their ways.

Playing as Katarina

Katarina takes a thoroughly practical approach to conflict resolution: stay out of sword's reach and settle your problems with firearms. With her rifle in hand, she can fell distant foes, and even the most resilient enemy can be brought down by her ensorcelled bullets and debilitating curses. When forced into close combat, Katarina uses sorcery and a pair of short-range sidearms to repel attackers.

Keeping enemies at a distance is key when playing as Katarina—her close-combat firearms can't compare to the raw damage of her mighty rifle. Katarina's at her best when being supported by a companion who can take the fight to her foes, allowing this vixen to unload with her rifle from afar and score crippling critical hits. Expect to do a fair share of rolling and evading with Katarina until you gain the company of a comrade.

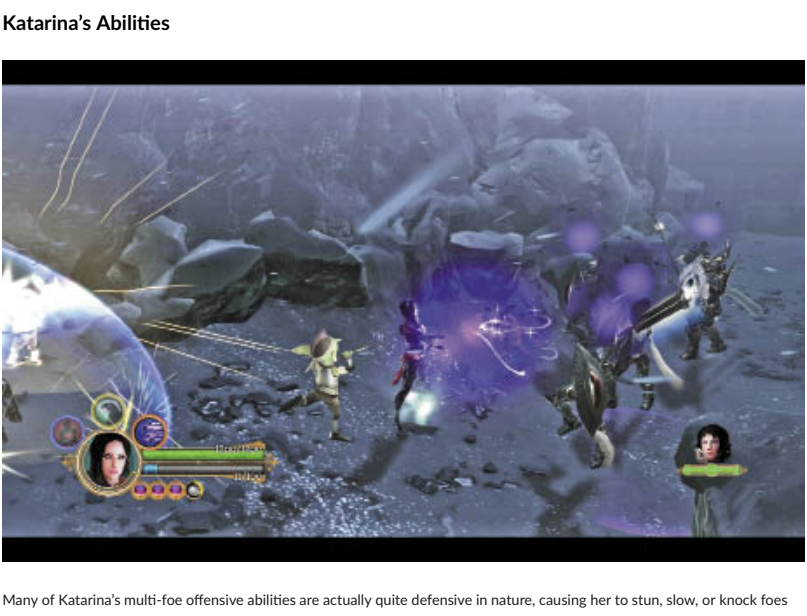
Developer Commentary

Katarina was designed to be at her best versus a single big target and at her weakest fighting crowds. There are many boss battles that are a little easier for Katarina to handle, but the other heroes can quickly carve through some ordinary encounters that take extra planning and care for Katarina.

When selecting sidearms for Katarina, consider adding weapons with chaos properties. Her sidearms are the weakest of the basic attacks in the game, but they can hit lots of targets over a wide arc and over quite a distance—and she can fire them very quickly. When you have that many chances to inflict a special damage effect, you're going to see a lot of extra punishment thrown down.

– Matt MacLean, Senior Designer

Katarina's Abilities



Many of Katarina's multi-foe offensive abilities are actually quite defensive in nature, causing her to stun, slow, or knock foes to the ground—this, along with the handy familiar she can summon at level 12, helps Katarina keep enemies at bay while she lets loose with her rifle. On the other hand, Katarina's single-target abilities tend to be of the long-range and critical-hit variety. Because Katarina suffers from a lack of close-range prowess, it's wise to focus on upgrading her healing and defensive abilities and talents at first. To truly rule with this gorgeous gunslinger, try stacking various talents and abilities that provide bonuses to scoring critical hits—this is Katarina's specialty.

Heartseeking Shot

Fires a powerful rifle shot that inflicts heavy damage and is more likely to score a critical hit. Targets that survive are knocked down. When empowered, Heartseeking Shot fires a spread of deadly projectiles instead of one single shot.

Proficiencies

Rapid Fire : If an enemy is killed by Heartseeking Shot, Katarina recovers six Focus per rank of Rapid Fire.

Magic Bullet : Heartseeking shots have a 5 percent chance per rank of Magic Bullet to ricochet into additional targets.

Heartseeking Shot is an excellent single-foe combat ability that Katarina should use to open most battles. Each powerful blast has a 25 percent chance to score a critical hit, and this bonus stacks atop Katarina's current critical hit chance to provide a high likelihood of inflicting double damage. The empowered version of this ability fires five bullets instead of one for even more carnage. Place ranks into Rapid Fire to recover up to 30 Focus each time an enemy is slain by Heartseeking Shot, or upgrade the Magic Bullet proficiency to gain up to a 25 percent chance of striking two enemies with each shot.

Developer Commentary

Magic Bullet is an endless source of amusement and it's definitely worth the points. Consider though, that at 55 Focus cost, you can never fire Heartseeking Shot twice in succession—even at full Focus. Putting points into Rapid Fire can allow you to overcome that restriction.

– Matt MacLean, Senior Designer

Caress of Suffering

Katarina places a painful curse on a target, stunning her victim and inflicting lingering injury for 13 seconds. Empowered Caress of Suffering inflicts more damage and bounces from enemy to enemy, cursing multiple targets.

Proficiencies

Schadenfreude : Katarina recovers Hit Points and Focus each time she kills an enemy cursed by Caress of Suffering.

Excruciate : Caress of Suffering reduces an affected enemy's armor and attack power.

Caress of Suffering is a debilitating single-foe combat ability used to stun and wound Katarina's foes. Each rank taken in Schadenfreude causes Katarina to recover 2 percent of her maximum Hit Points (HP) and Focus, up to a maximum of 10 percent recovery when cursed enemies are slain by Katarina. The Excruciate proficiency is also quite valuable, further adding to the curse by reducing the victim's armor and attack by 5 percent per rank, up to a total of a 25 percent reduction to both attack and armor.

Developer Commentary

I love that the German language has a single word for "taking pleasure in the pain of others." Just as we were wrapping up the game, I got a bug that one of the English words in the Ability screen got overwritten by the German version. I bet the German language also has a single word for "this is not a bug but actually the intended design."

– Matt MacLean, Senior Designer

Charm of Eternal Life

2 Power Spheres per empowered use

Katarina invokes an ancient healing ritual that slowly regenerates 50 percent of her health over 30 seconds. Charm of Eternal Life benefits every member of the party when empowered.

Proficiencies

Soul Thief : Charm of Eternal Life grants Katarina additional healing when she wounds enemies.

Zone of Sanctity : While Charm of Eternal Life is active, Katarina's armor is increased by 15 percent per rank.

Like all other characters, Katarina unlocks her healing ability, Charm of Eternal Life, first—use this to receive a steady trickle of HP. Like all defensive abilities, Charm of Eternal Life requires one Power Sphere to activate. Each rank in the Soul Thief proficiency grants Katarina 2 percent of the damage she deals back as healing, up to 10 percent when all five ranks are purchased—this is a fantastic source of extra healing. Zone of Sanctity is also excellent, boosting Katarina's armor by up to 75 percent when full ranks are taken. Devote a few ranks to each of these worthy proficiencies for a significant boost to both armor and healing while Charm of Eternal Life is active.

Developer Commentary

Zone of Sanctity works very well if you use the Empowered version, as having everyone's armor scale up dramatically reduces the damage your group sustains. That said, if you are planning a Hardcore difficulty game with Katarina, Soul Thief is all but essential. Vampiric effects combined with her high damage output will offset her fragility (just remember not to use too many Power Spheres making empowered attacks—save some for Charm of Eternal Life).

– Matt MacLean, Senior Designer

Chosen Prey

Curses an enemy to suffer more critical hits for 13 seconds. If a cursed enemy dies, a spiritual blast will injure nearby enemies. Empowered Chosen Prey curses Katarina's intended target, as well as all nearby enemies.

Proficiencies

Creeping Dread : Victims affected by Chosen Prey suffer reduced speed and attack power.

Life Thief : Katarina recovers Hit Points and Focus each time an enemy dies under the effects of Chosen Prey.

Chosen Prey is an affordable second-tier combat ability that curses its victim into suffering more critical hits for a significant time. This ability pairs well with Heartseeking Shot to ensure many more critical hits are scored against resilient foes. Each rank in Creeping Dread causes Chosen Prey to reduce enemy movement speed and attack power by 12 percent, up to a maximum of a 60 percent speed and damage reduction—combine this with Caress of Suffering to drastically hamper the afflicted. Or keep Katarina in good health by taking ranks in Life Thief—each rank causes Katarina to gain 2 percent of her maximum HP and Focus back when a foe cursed by Chosen Prey falls in combat, up to a maximum of 10 percent HP and Focus recovery per cursed kill.

Developer Commentary

Chosen Prey is my favorite of Katarina's abilities as it's a two-step attack. By itself, it's a simple curse, but if you target a weak enemy in a crowd, you can make a single shot cascade into a swarm-melting blast. If you get into the habit of using this ability, it'll go a long way to helping Katarina overcome her innate weakness of having fewer highly damaging multi-target attacks than the other heroes.

– Matt MacLean, Senior Designer

Warding Ritual

Katarina calls forth a surge of energy that knocks back all nearby attackers. When empowered, Warding Ritual causes all affected enemies to remain rooted in place for a short period of time.

Proficiencies

Painful Rebuke : Painful Rebuke upgrades Warding Ritual to cause damage to nearby foes, in addition to its normal effects.

Chilling Gale : Enemies hit by Warding Ritual are slowed by 12 percent per rank for 13 seconds.

Warding Ritual is an incredibly useful second-tier combat ability, and one of the few that can affect multiple foes. Use this affordable ability to keep melee enemies at bay so Katarina can safely blast them with her mighty rifle. Painful Rebuke causes Warding Ritual to cause 10 minor hits (1.95 damage at level 1 to 138.5 damage at level 30, modified by Will) to all affected targets, with an additional multiplier applied based on the number of ranks taken—at rank 1, a 1.1 multiplier is applied to the damage, up to a 1.5 multiplier at rank 5. Chilling Gale is more straightforward, slowing enemies to less than half their normal movement speed when full ranks are taken. Remember: slow enemies make easy targets!

Developer Commentary

This ability began as Katarina's first-tier ability, and it was a quick-to-cast pushback attack. The lingering field of enemy repulsion came later, and it necessitated moving it to the second tier and upping the cost. If you see a good hallway or chokepoint, lay down a Warding Ritual, roll back, switch to your rifle, and enjoy the carnage.

While the Chilling Gale is the more obvious proficiency, consider taking a point or two in Painful Rebuke, as it combos well with the Soul Thief effect of Charm of Eternal Life.

– Matt MacLean, Senior Designer

Call of the Hunt

Call of the Hunt blesses Katarina with stronger attacks for 30 seconds. When it's empowered, the entire party benefits from Call of the Hunt.

Proficiencies

Perfect Shot : Increases Katarina's Agility while Call of the Hunt is active.

Crow's Feast : Katarina heals a small amount of Hit Points when she causes damage during Call of the Hunt.

This excellent second-tier defensive ability gives Katarina a 20 percent bonus to her Attack DPS for a full 30 seconds—considering the frequency of Katarina's critical hits, this can equate to huge amounts of bonus damage. Each rank taken in Perfect Shot increases Katarina's Agility by 5 percent while Call of the Hunt is active—this means Katarina will score even more of those devastating criticals. To truly turn this into a defensive ability, purchase ranks in Crow's Feast to cause Katarina to recover 2 percent of her maximum HP each time she causes damage while Call of the Hunt is active—that's a potential 10 percent HP recovery each time Katarina opens fire!

Flintlock Fury

Katarina fires a continuous hail of bullets as long as the attack is held or until she runs out of Focus. When empowered, Katarina's Flintlock Fury causes additional damage until the attack is stopped or Katarina runs out of Power.

Proficiencies

Suppressive Fire : Increases the knockback of Flintlock Fury and slows enemies caught by the shots.

Rampage : Increases the damage of Flintlock Fury attacks.

Flintlock Fury is Katarina's top-tier multi-foe combat ability. Unleash Flintlock Fury to mow down foes with a relentless storm of hot lead. Note that the empowered version of this ability consumes only Power while the attack is held, and not Focus. Both of this ability's proficiencies have merit—putting a few ranks into each is a sound plan if you can't decide which you prefer.

Black Hound Familiar

Katarina summons a ghostly hound to fight by her side. Empowered Black Hound Familiar causes Katarina's hound to emit a terrifying howl, reducing the attack and defense of nearby foes.

Proficiencies

Woman's Best Friend : Increases the attack power and Hit Points of the Black Hound.

Shadow Link : Damage inflicted by the Black Hound heals a small amount of Katarina's Hit Points.

This unique ability summons a trusty familiar to fight by Katarina's side, helping to take some of the heat off her back. Though Katarina must wait longer than Anjali to access her special familiar, the Black Hound arguably boasts better proficiency upgrades. Shadow Link is a great way to help keep Katarina in good health, while Woman's Best Friend helps keep the Black Hound in the fight while adding might to its bite through a 10 percent bonus to its attack power and HP per rank. Purchase a few ranks in both proficiencies to maximize the Black Hound's benefits.

Thorned Rose

For 30 seconds, each time Katarina is wounded she has a 33 percent chance to inflict injury back at her attacker. All party members gain the benefits of Thorned Rose when it's empowered. This ability may seem contrary to Katarina's hit-and-run style, but considering her weakness is being swarmed by weak enemies, Thorned Rose (especially when combined with Spiritual Backlash and gear with Warding and Retribution stats) allows you to stay focused on big targets—letting your passive damage reflection nullify swarms for you.

Proficiencies

Aspect of Thorns : Increases the amount of damage reflected by Thorned Rose.

Entangling Wrath : Enemies injured by Thorned Rose suffer slowed movement.

Thorned Rose is Katarina's third-tier defensive ability, and it helps her make short work of close-range adversaries. This ability's damage can be increased by a full 30 percent by taking just one rank in Aspect of Thorns—each additional rank adds another 5 percent bonus, up to a total of 50 percent extra damage. To enhance this ability's defensive properties, devote ranks to Entangling Wrath, which reduces the movement speed of enemies harmed by Thorned Rose by 12 percent per rank, up to a 60 percent speed reduction.

Katarina's Talents

As you might expect, many of Katarina's talents are suited to boosting her chances of scoring critical hits, or of granting Katarina special benefits when critical shots are landed. Other talents help shore up Katarina's defenses through welcome benefits like improved healing or enemy pushback. Nearly all of Katarina's talents are meant to combine with other talents and abilities to greatly enhance her overall combat effectiveness—consider the skills you've selected thus far and upgrade Katarina's talents to maximum benefit.

Developer Commentary

In watching people play the game, I've noticed that most players choose six talents and aim to put five points into those talents by level 30. That certainly works, but consider you could also be grabbing three ranks in every Talent by level 30. Katarina especially has a lot of synergy between talents and abilities—spreading your talent points around isn't a bad idea.

– Matt MacLean, Senior Designer

Steady Aim

Katarina's total Agility score is increased by 4 percent per rank.

One of the best talents to max out from the start, Steady Aim provides up to a 20 percent boost to Katarina's Agility—the primary factor in determining the likelihood that Katarina will score critical hits when she fires. Critical hits are Katarina's bread and butter, so crank up Steady Aim with full ranks as soon as you please.

Markswoman

Katarina's rifle shots gain a 4 percent chance per rank of ricocheting to a second target.

Each rank in Markswoman gives Katarina's mighty rifle shots a 4 percent chance of striking two targets instead of just one. When this chance succeeds, it's the same as if two separate bullets had been fired at once. Considering the superior power of Katarina's rifle, this is a very worthy talent to invest in.

Developer Commentary

The ideal design for the RPG system is that you see the selection of talents and have to carefully choose what you want. While I sort of regret that Markswoman is almost so stupidly good that it's a no-brainer decision, the amount of laughter it created in the office is proof positive that fun always matters more than rigorous balance.

– Matt MacLean, Senior Designer

Call Your Shots

Each time Katarina kills a target cursed by Caress of Suffering or Chosen Prey she recovers two points of Focus per rank.

If you enjoy cursing Katarina's adversaries (and you should), then Call Your Shots is a must-have talent. Curse enemies often with Katarina's debilitating combat abilities, then slay these crippled foes to gain up to 10 points of additional Focus with each kill. More Focus means more foes can be cursed and crippled, creating a vicious cycle of anguish.

Rites of Restoration

Every time Katarina receives any healing, the amount of health recovered is increased by 4 percent per rank.

With so many valuable talents to choose from, Rites of Restoration is one you might opt to skip. It's a good way to keep Katarina healthy, which may or may not be of interest to you, depending on how often you find Katarina at risk during battle.

Critical Precision

Katarina's critical hits inflict 4 percent more damage per rank of Critical Precision.

This excellent talent offers a potential 20 percent damage increase to Katarina's critical hits. Considering the amount of damage that's already generated by Katarina's critical shots, this bonus can pile on plenty of extra pain. Don't wait too long to upgrade Critical Precision, especially once Katarina's criticals start producing high damage values.

First Strike

Katarina gains a 3 percent per rank bonus chance to score a critical hit on an uninjured target

First Strike stacks neatly with Katarina's many other talents and abilities that increase her odds of inflicting critical damage. Max out First Strike to significantly increase Katarina's potential damage each time she sets her sights on a fresh foe.

Swift Defense

Katarina's Block value is increased by 10 percent per rank of her Agility.

Katarina can be an offensive force, but she suffers from a lack of defense, particularly when battling foes up close. Mend this drawback by purchasing ranks in Swift Defense, which allows Katarina to block significantly longer in battle. The longer Katarina can safely block, the easier it is to recover her Power and keep her vital defensive abilities running.

Spiritual Backlash

Each time Katarina is hit, there is a 4 percent per rank chance her assailant will be pushed away from her.

This defensive talent helps Katarina deal with close-range adversaries by occasionally pushing them away from her. This forces Katarina's assailants to move back into range to continue their attack, giving Katarina a chance to safely finish them off or flee. Note that Spiritual Backlash also pushes ranged assailants away from Katarina, which can shove them out of firing distance. It's a good talent to upgrade if Katarina is constantly being overwhelmed.

Thrill of the Hunt

Katarina regains 5 percent per rank of her Power each time she inflicts a critical hit.

Here's another fantastic talent that pairs nicely with Katarina's knack for scoring critical damage. Max out Thrill of the Hunt to recover a full 25 percent of Katarina's Power each time she lands a critical shot. More Power means Katarina can employ her vital defensive and empowered offensive abilities more often, helping to ensure her survival and facilitating the demise of her foes.

Surprise Attack

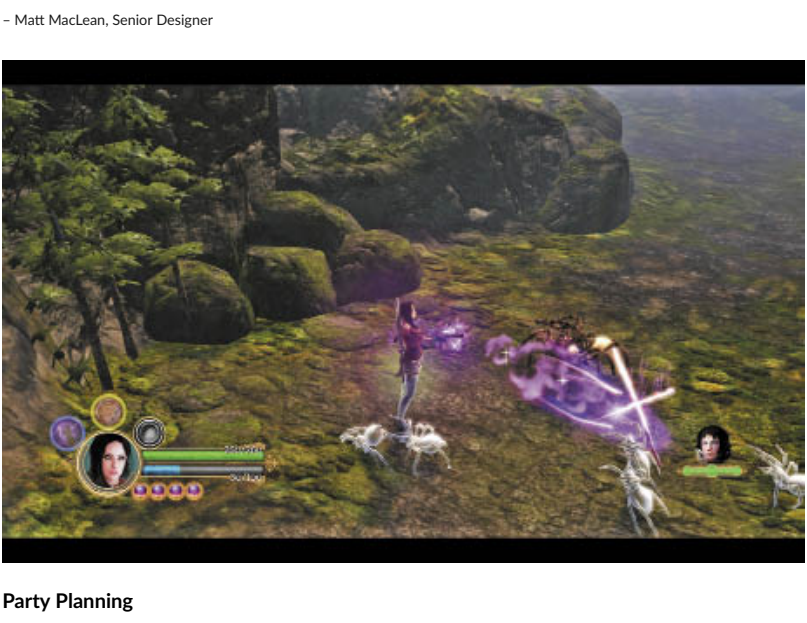
Katarina inflicts damage on any enemy caught in the path of her dodge.

Katarina must often dodge to keep aggressive enemies at bay and set up lethal rifle shots. Why not add a bit of damage to those evasive rolls with Surprise Attack? The amount of damage inflicted scales with Katarina's Ability DPS, and it increases by 10 percent per rank, up to a maximum 50 percent damage bonus when all five ranks are filled.

Developer Commentary

This talent doesn't cause a lot of damage and may seem like it doesn't measure up to other talents available to Katarina. While Surprise Attack doesn't hit hard, it has absolutely no cost, and since you can't be hurt while dodging, it has virtually no risk either. Trying to kill a mini boss with just dodging is a bad idea, but you might be surprised by the amount of damage this will do over the course of a hit-and-run battle.

– Matt MacLean, Senior Designer



Party Planning

Katarina will first meet Anjali in Stormsong Cavern, followed by Lucas when her journey leads her into the swamps. Reinhart will join Katarina in Stonebridge under certain conditions, much later in the adventure.

When playing as a character other than Katarina, consider the beneficial Deeds that Katarina can provide you when set as your active companion. Keep Katarina by your side and make choices during dialogue sequences that impress her. This will gain you Influence with Katarina—and the more Influence you gain with Katarina, the more beneficial Deeds you will acquire.

Developer Commentary

When George Ziets described each hero in brief, he used "pragmatic" to describe Katarina's personality. If someone offers you a reward and Katarina is present, don't be charitable and turn down the reward—Katarina will respect you more for not being a selfless chump.

– Matt MacLean, Senior Designer

Tier 1 Deed: Bewitching Ally
(3 Influence Gains)

You have gained the trust of the capricious Katarina.

Player Gains: +2 Agility

Tier 2 Deed: Katarina's Friendship (11 Influence Gains)

Katarina enjoys your company, and she considers you a friend.

Player Gains: +3 Agility

Tier 3 Deed: Blood Bound
(17 Influence Gains)

Katarina has grown to respect your pragmatic sensibility. She would follow you to certain death—and then let you go on ahead while she watches your back.

Player Gains: +5 Agility

Sample Builds

Consider the following sample builds of Katarina—these are level-by-level examples of the abilities, proficiencies, and talents that one might invest in to make Katarina a real blast in battle.

Katarina—Defensive Build

Katarina's lack of multi-target attack might means she can easily become overwhelmed by masses of enemy minions. Combat this weakness by upgrading abilities and talents that help raise Katarina's defenses and restore her Hit Points, or that slow and weaken swarms of foes.

Stats to Max: Armor, Stamina, Block

Useful Chaos Effect(s): Vampire, Stagger, Warding

Level	Ability Purchased	Ability Upgraded	Proficiency Purchased	Talent Purchased
2	Charm of Eternal Life	Charm of Eternal Life	Soul Thief (I)	Rites of Restoration (I)
3	—	Charm of Eternal Life	Soul Thief (II)	Rites of Restoration (II)
4	—	Charm of Eternal Life	Soul Thief (III)	Rites of Restoration (III)
5	Warding Ritual	Charm of Eternal Life	Zone of Sanctity (I & II)	Rites of Restoration (IV & V)
6	—	Warding Ritual	Chilling Gale (I)	Markswoman (I)
7	—	Warding Ritual	Chilling Gale (II)	Markswoman (II)
8	—	Warding Ritual	Chilling Gale (III)	Markswoman (III)
9	Call of the Hunt	Warding Ritual	Chilling Gale (IV)	Markswoman (IV)
10	—	Warding Ritual	Chilling Gale (V)	Markswoman (V)
11	—	Call of the Hunt	Crow's Feast (I)	Swift Defense (I)
12	Black Hound Familiar	Call of the Hunt	Crow's Feast (II)	Swift Defense (II)
13	—	Call of the Hunt	Crow's Feast (III)	Swift Defense (III)
14	—	Call of the Hunt	Crow's Feast (IV)	Swift Defense (IV)
15	Thorned Rose	Call of the Hunt	Crow's Feast (V)	Swift Defense (V)
16	—	Black Hound Familiar	Shadow Link (I)	Call Your Shots (I)
17	Flintlock Fury	Black Hound Familiar	Shadow Link (II)	Call Your Shots (I)
18	—	Black Hound Familiar	Shadow Link (III)	Call Your Shots (I)
19	—	Black Hound Familiar	Shadow Link (IV)	Call Your Shots (I)
20	Chosen Prey	Black Hound Familiar	Shadow Link (V)	Call Your Shots (I)
21	—	Flintlock Fury	Suppressive Fire (I)	Spiritual Backlash (I)
22	—	Flintlock Fury	Suppressive Fire (II)	Spiritual Backlash (II)
23	—	Flintlock Fury	Suppressive Fire (III)	Spiritual Backlash (III)
24	—	Flintlock Fury	Suppressive Fire (IV)	Spiritual Backlash (IV)
25	—	Flintlock Fury	Suppressive Fire (V)	Spiritual Backlash (V)
26	—	Chosen Prey	Life Thief (I)	Surprise Attack (I)
27	—	Chosen Prey	Life Thief (II)	Surprise Attack (II)
28	—	Chosen Prey	Life Thief (III)	Surprise Attack (III)
29	—	Chosen Prey	Life Thief (IV)	Surprise Attack (IV)
30	—	Chosen Prey	Life Thief (V)	Surprise Attack (V)

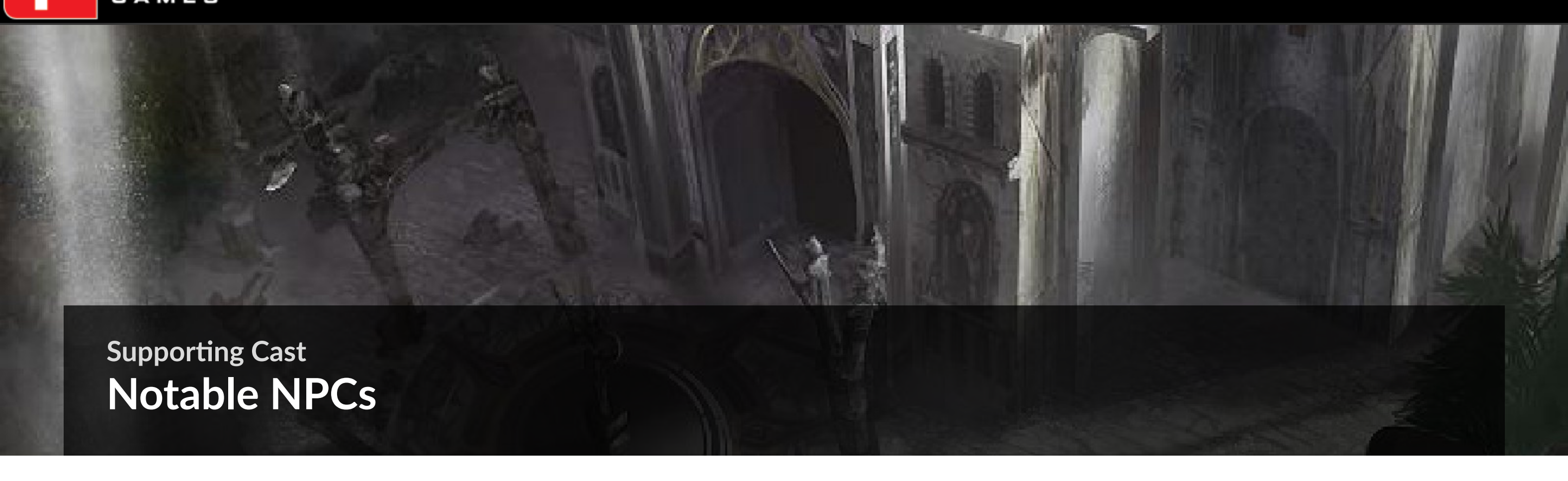
Katarina—Sharpshooter Build

Katarina's close-range vulnerabilities become less of an issue once she's being supported by a fellow legionnaire. This lets you focus on improving her chances of scoring devastating critical hits; these are Katarina's greatest strength. Once suitably upgraded, she becomes quite the lethal markswoman.

Stats to Max: Attack, Agility

Useful Chaos Effect(s): Doom

Level	Ability Purchased	Ability Upgraded	Proficiency Purchased	Talent Purchased
2	Charm of Eternal Life	Heartseeking Shot	Rapid Fire (I)	Steady Aim (I)
3	—	Heartseeking Shot	Rapid Fire (II)	Steady Aim (II)
4	—	Heartseeking Shot	Rapid Fire (III)	Steady Aim (III)
5	Call of the Hunt	Heartseeking Shot	Rapid Fire (IV & V)	Steady Aim (IV & V)
6	—	Call of the Hunt	Perfect Shot (I)	Markswoman (I)
7	—	Call of the Hunt	Perfect Shot (II)	Markswoman (II)
8	—	Call of the Hunt	Perfect Shot (III)	Markswoman (III)
9	Chosen Prey	Call of the Hunt	Perfect Shot (IV)	Markswoman (IV)
10	—	Call of the Hunt	Perfect Shot (V)	Markswoman (V)
11	—	Chosen Prey	Life Thief (I)	Critical Precision (I)
12	Flintlock Fury	Flintlock Fury	Rampage (I)	Critical Precision (II)
13	—	Flintlock Fury	Rampage (II)	Critical Precision (III)
14	—	Flintlock Fury	Rampage (III)	Critical Precision (IV)
15	Black Hound Familiar	Flintlock Fury	Rampage (IV)	Critical Precision (V)
16	—	Flintlock Fury	Rampage (V)	First Strike (I)
17	Thorned Rose	Caress of Suffering	Schadenfreude (I)	First Strike (II)
18	—	Caress of Suffering	Schadenfreude (II)	First Strike (III)
19	—	Caress of Suffering	Schadenfreude (III)	First Strike (IV)
20	Warding Ritual	Caress of Suffering	Schadenfreude (IV)	First Strike (V)
21	—	Caress of Suffering	Schadenfreude (V)	Thrill of the Hunt (I)
22	—	Thorned Rose	Aspect of Thorns (I)	Thrill of the Hunt (II)
23	—	Thorned Rose	Aspect of Thorns (II)	Thrill of the Hunt (III)
24	—	Thorned Rose	Aspect of Thorns (III)	Thrill of the Hunt (IV)
25	—	Thorned Rose	Aspect of Thorns (IV)	Thrill of the Hunt (V)
26	—	Thorned Rose	Aspect of Thorns (V)	Call Your Shots (I)
27	—	Chosen Prey	Life Thief (II)	Call Your Shots (II)
28	—	Chosen Prey	Life Thief (III)	Call Your Shots (III)
29	—	Chosen Prey	Life Thief (IV)	Call Your Shots (IV)
30	—	Chosen Prey	Life Thief (V)	Call Your Shots (V)

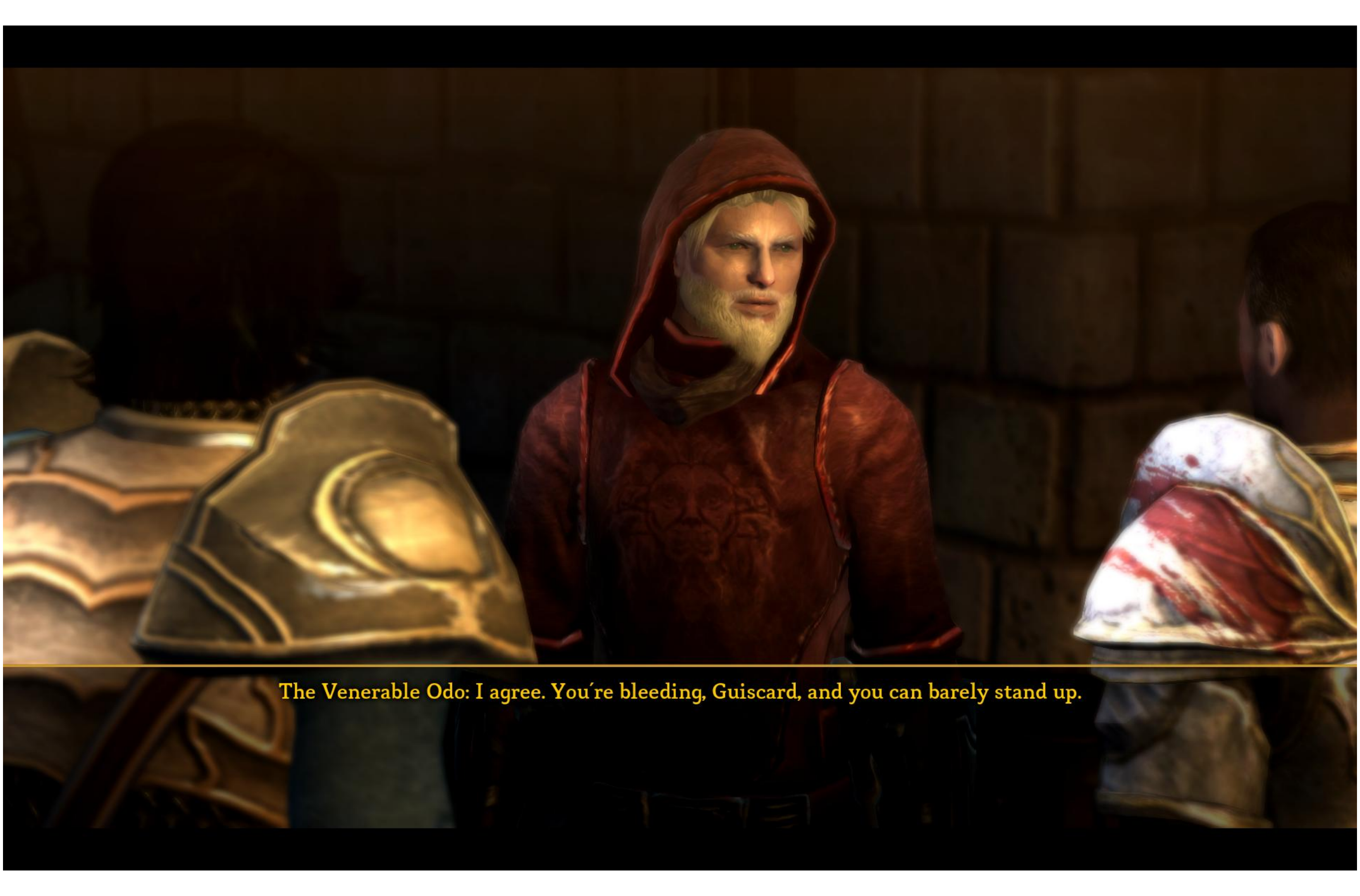


Supporting Cast

Notable NPCs

The following friendly (and not-so-friendly) faces make their appearance more than once during the adventure. Read on without fear, for no major spoilers are revealed here (just a few hints and teasers).

The Venerable Odo



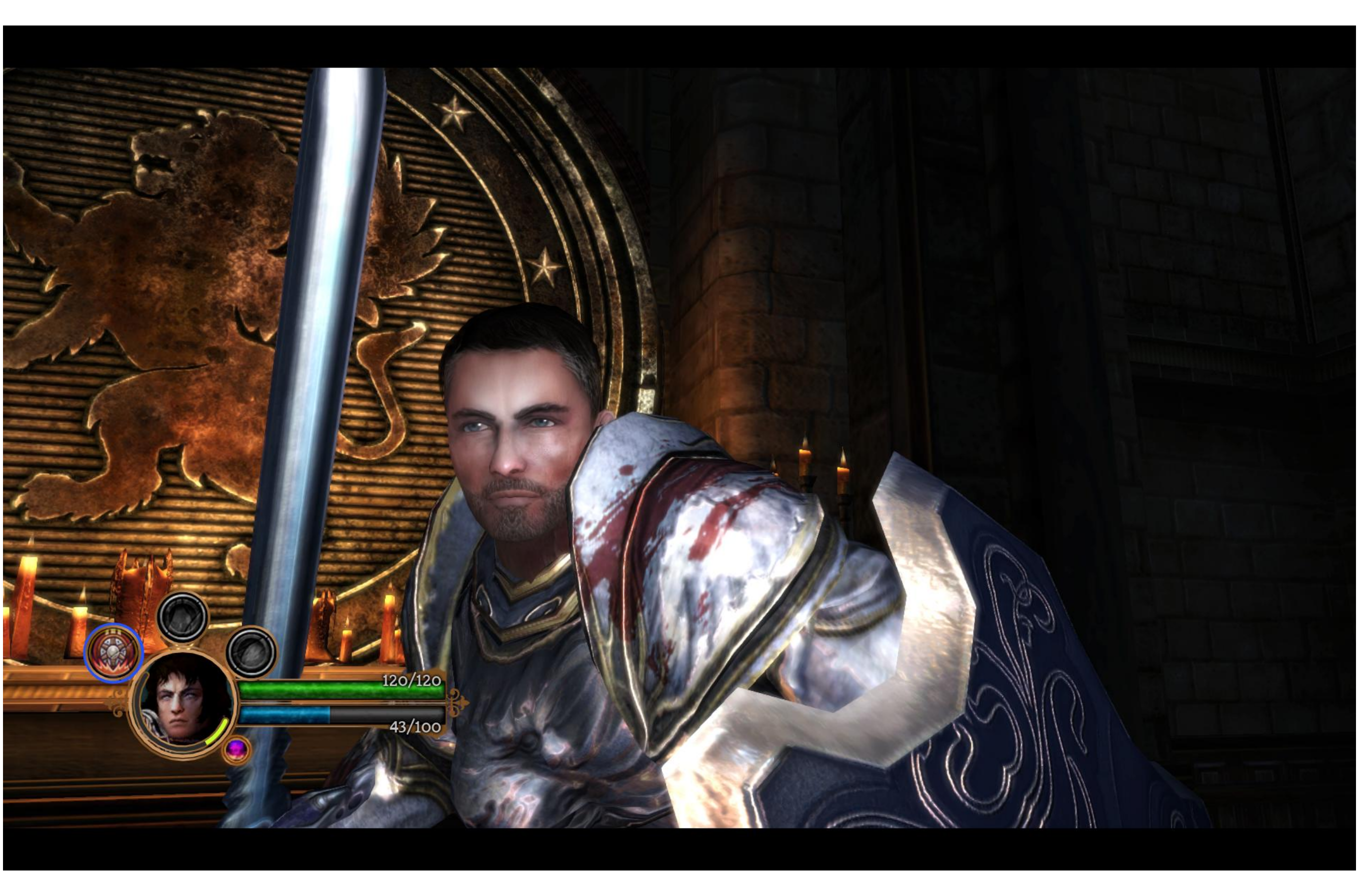
The Venerable Odo: I agree. You're bleeding, Guiscard, and you can barely stand up.

Before the Legion met its demise at the hands of Jeyne Kassynder's forces 30 years ago, Odo served as the 10th's foremost scout. After suffering a life of exile and hiding for far too long, Odo at last decides to write to his brethren's known descendants, setting up a clandestine meeting at the old Montbarron Estate—home of the Legion's former Grand Master, Hugh Montbarron. Throughout the adventure, Odo provides counsel to the young legionnaires as they quest to restore the Legion's former glory.

Jeyne Kassynder

The Legion's greatest enemy, Jeyne Kassynder began her meteoric rise to power 30 years ago, after the old Legion conspired to murder Ehb's king. Using the king's death as a political device, Jeyne quickly gained the support of a powerful religious faction known as the Azunites. Driven by a desire for vengeance, Jeyne led her army of militant zealots against both the Legion and the crown, seeking to gain total control of Ehb. The 10th fell rather quickly, yet Ehb's long-standing royal family has managed to survive the Azunites' wrath all this time. However, it is widely rumored that Jeyne has the royalists on the brink of defeat—the Azunites' victory seems at hand.

Marten Guiscard

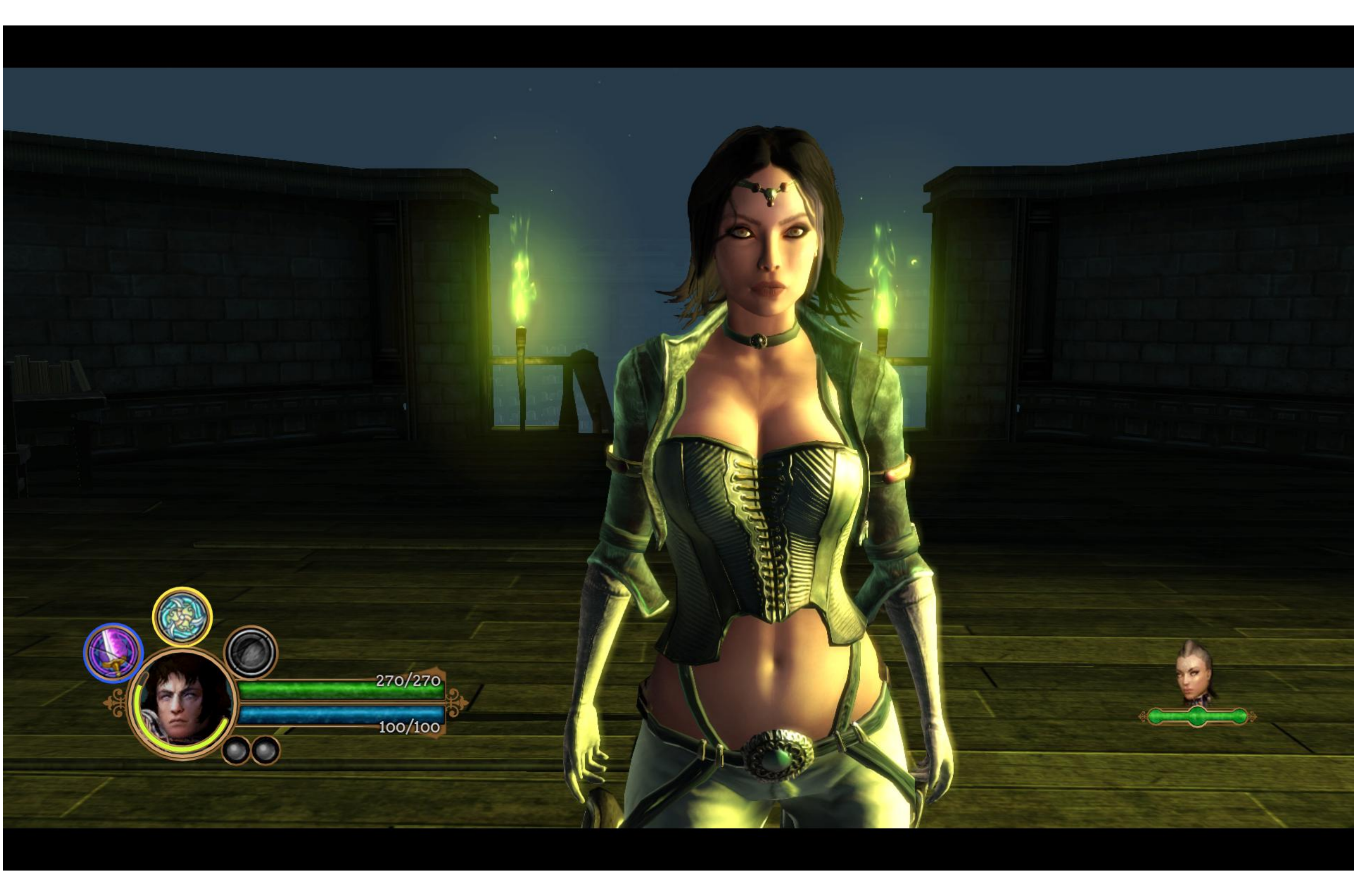


Marten is a young and loyal legionnaire who fights bravely for the 10th. A skilled swordsman, Guiscard often remains by Odo's side, lightening the old man's somber mood and serving as an able bodyguard. Marten knows much about the land and people of Ehb, and he eagerly offers his counsel when important matters arise.

The Radiant Youth

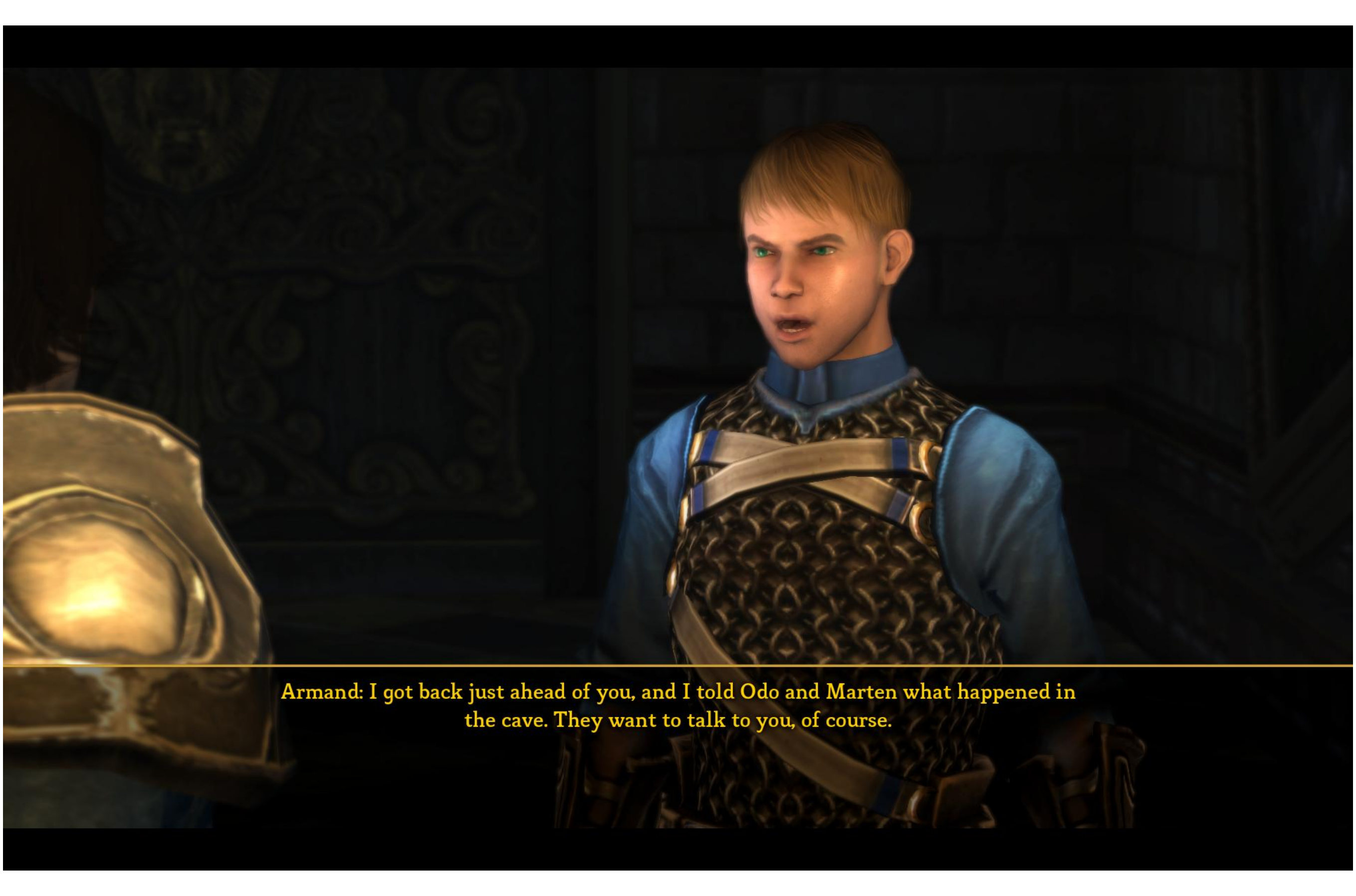
A wondrous being with the power to materialize and vanish at will, the Radiant Youth plays an important yet mysterious role in the events surrounding the 10th Legion's fall. Though the Youth takes the form of a glimmering child, his knowledge of the powers behind Ehb's creation clearly demonstrates that he is much more than he seems. The Youth periodically appears to lend the Legion his sage advice—listen well to his words.

Leona



Driven by a lust for power, this attractive Lescanzi witch yearns to unlock the secrets of an old, haunted manor. After helping the legionnaires rescue some of their wayward comrades, Leona can't help but ask for the 10th's help in purging the haunted estate of its undead inhabitants. Assisting Leona in this risky effort may prove quite profitable for the Legion…

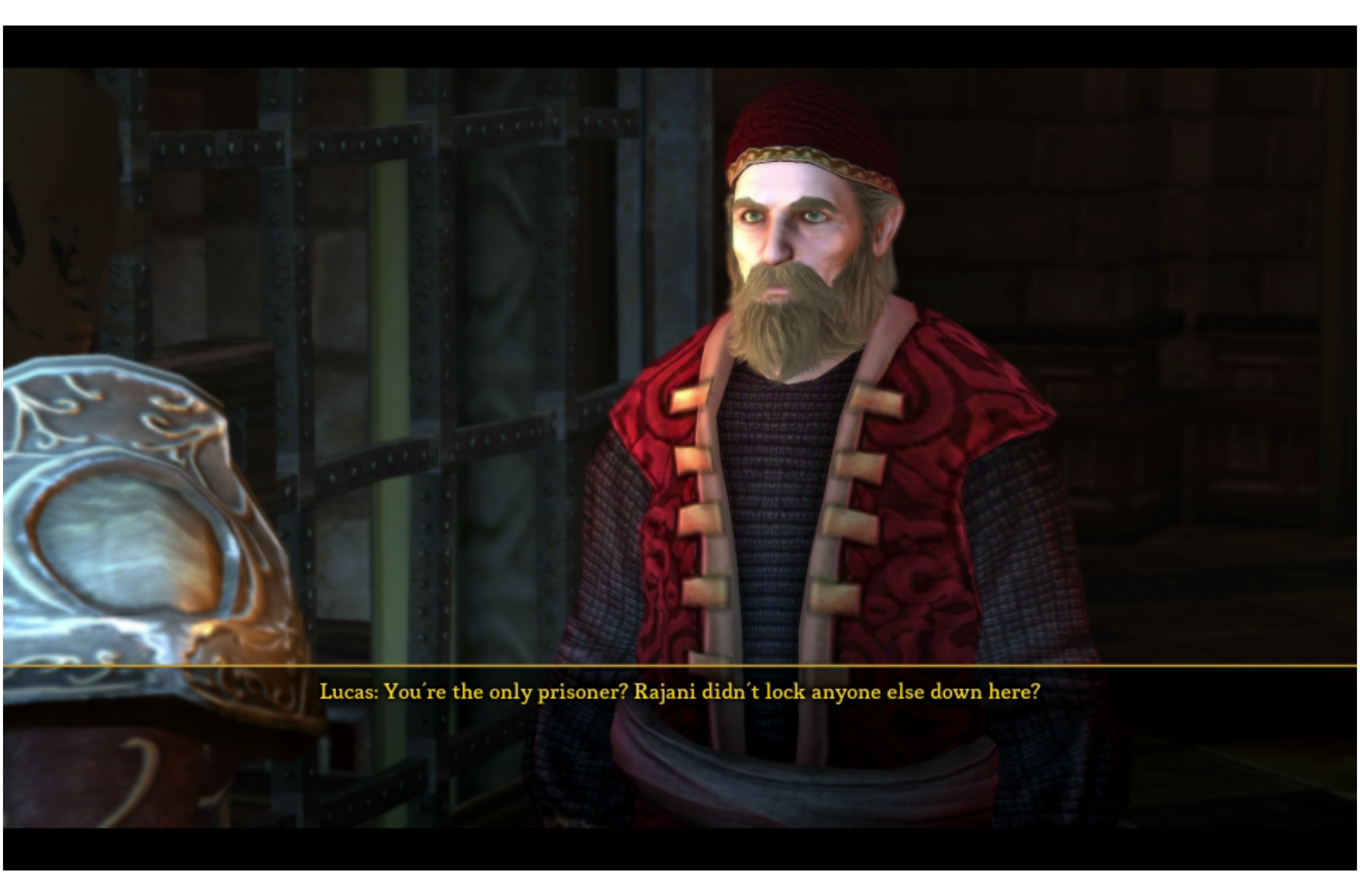
Armand du Blanc



Armand: I got back just ahead of you, and I told Odo and Marten what happened in the cave. They want to talk to you, of course.

Armand is one of two legionnaires unfortunate enough to be captured by a band of Lescanzi outlaws in the Rukkenvahl. If Armand can be rescued and restored to the Legion's fold, perhaps he'll be able to offer his brethren some form of support…

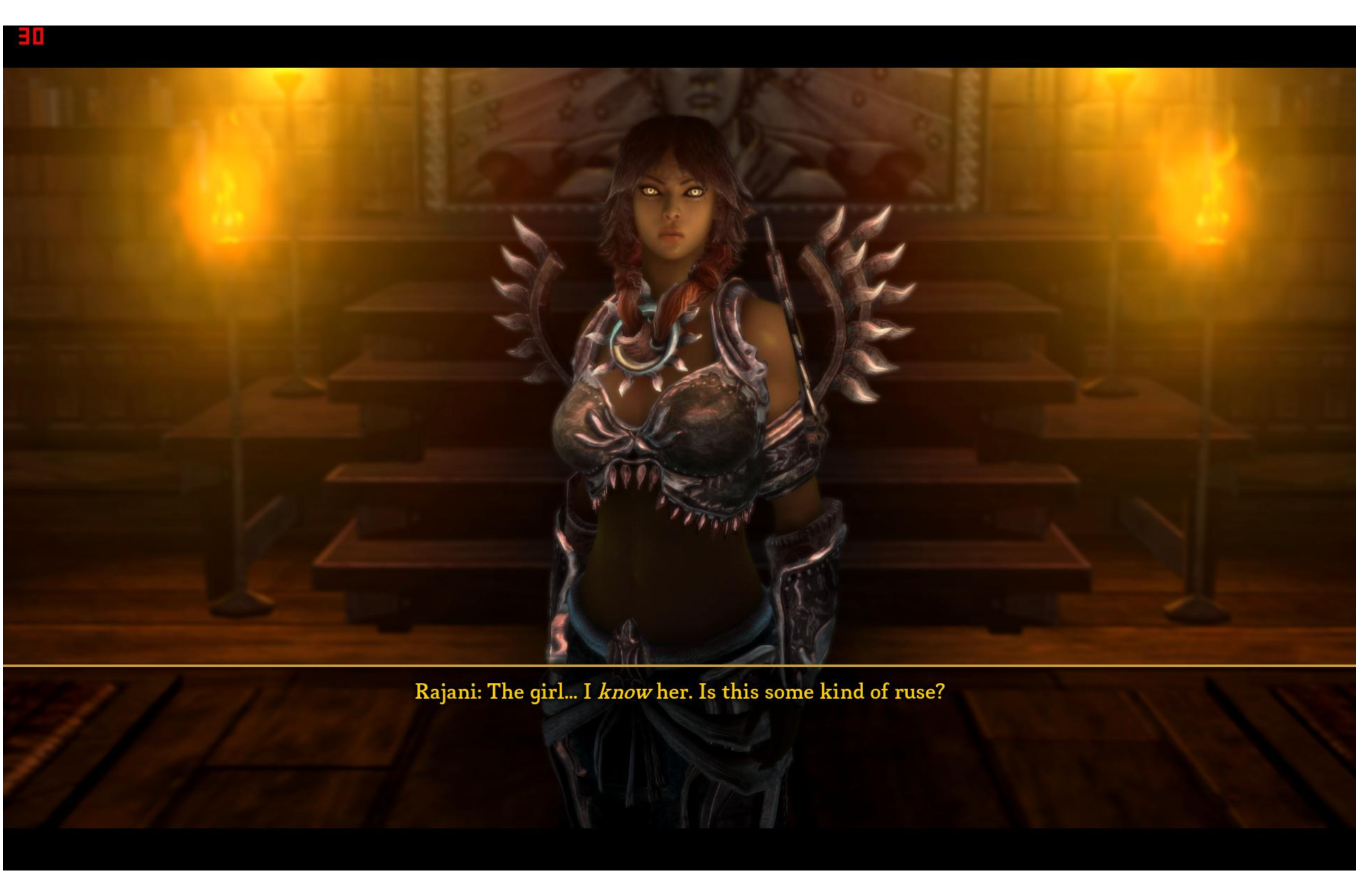
Lazar Bassili



Lucas: You're the only prisoner? Rajani didn't lock anyone else down here?

The mayor of Raven's Rill, Lazar Bassili finds himself on the wrong side of Lescanzi wrath when the outlaws viciously attack his humble village. Lazar happens to be an old friend of the Legion's, so Odo urges his legionnaires to rescue the mayor when he learns of Bassili's capture. Though a cowardly sort, Lazar has a kind and gentle soul—the humble mayor simply yearns for the day when peace and prosperity will return to his ravaged town.

Rajani



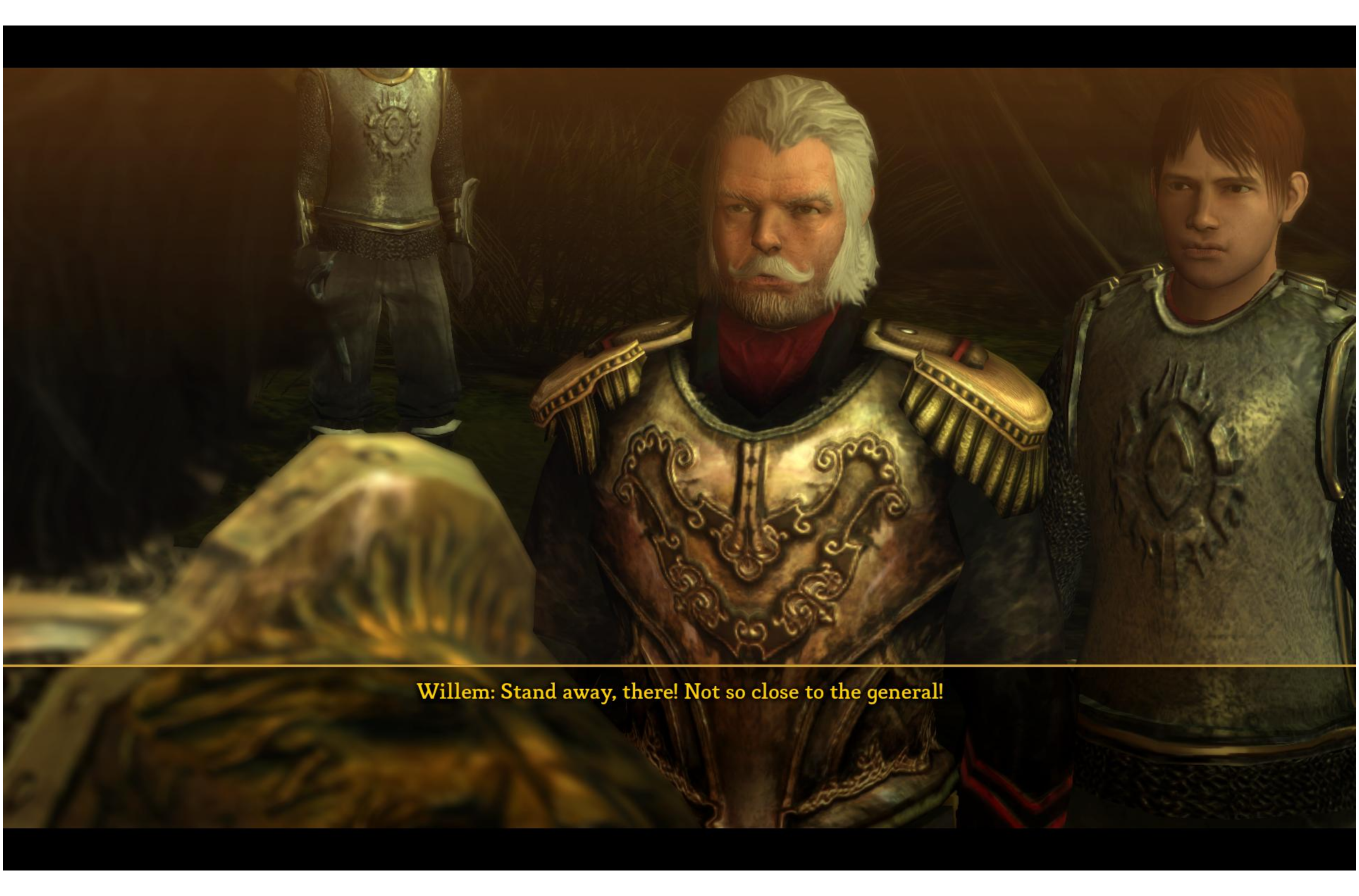
Rajani: The girl… I *know* her. Is this some kind of ruse?

Rajani serves as one of Jeyne Kassynder's most able warriors and trusted advisors. Stories have sprung up of this mysterious woman's terrible prowess in battle—some say that Rajani even has the power to set her enemies afire. Confrontation with Rajani is inevitable, but perhaps a mercy shown to this determined servant can help to solicit a change of heart between the reborn Legion and the vast armies of Azunai.

Queen Roslyn

As a young girl, Roslyn found herself forced to take the throne when her father, the king of Ehb, was murdered by the old 10th Legion's former Grand Master, Hugh Montbarron. Ever since, Queen Roslyn has been forced to lead her people in a seemingly endless struggle against the relentless forces of Jeyne Kassynder. The long years of war have taken their toll on the queen, but those closest to Roslyn insist that she maintains a kind and generous soul—quite the opposite of what's been said of her merciless adversary.

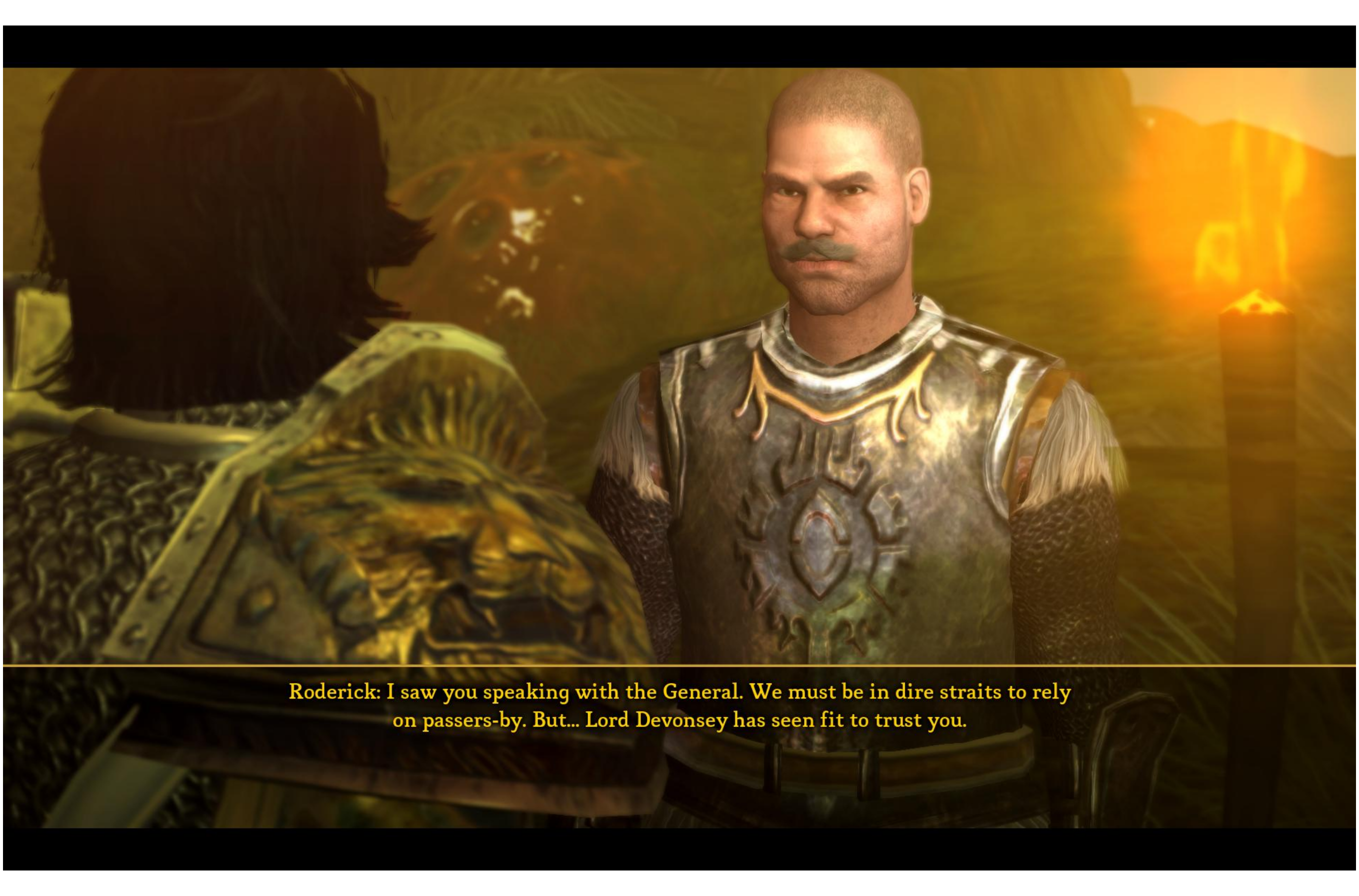
Lord Devonsey



Willem: Stand away, there! Not so close to the general!

A proud and gifted military tactician, Lord Devonsey commands what remains of the crown's royal armies. When away from the battlefield, this noble gentleman is often found by Queen Roslyn's side, ready to offer his counsel and protection. It is said that Lord Devonsey has some sort of history with the Legion, though the exact details aren't widely known.

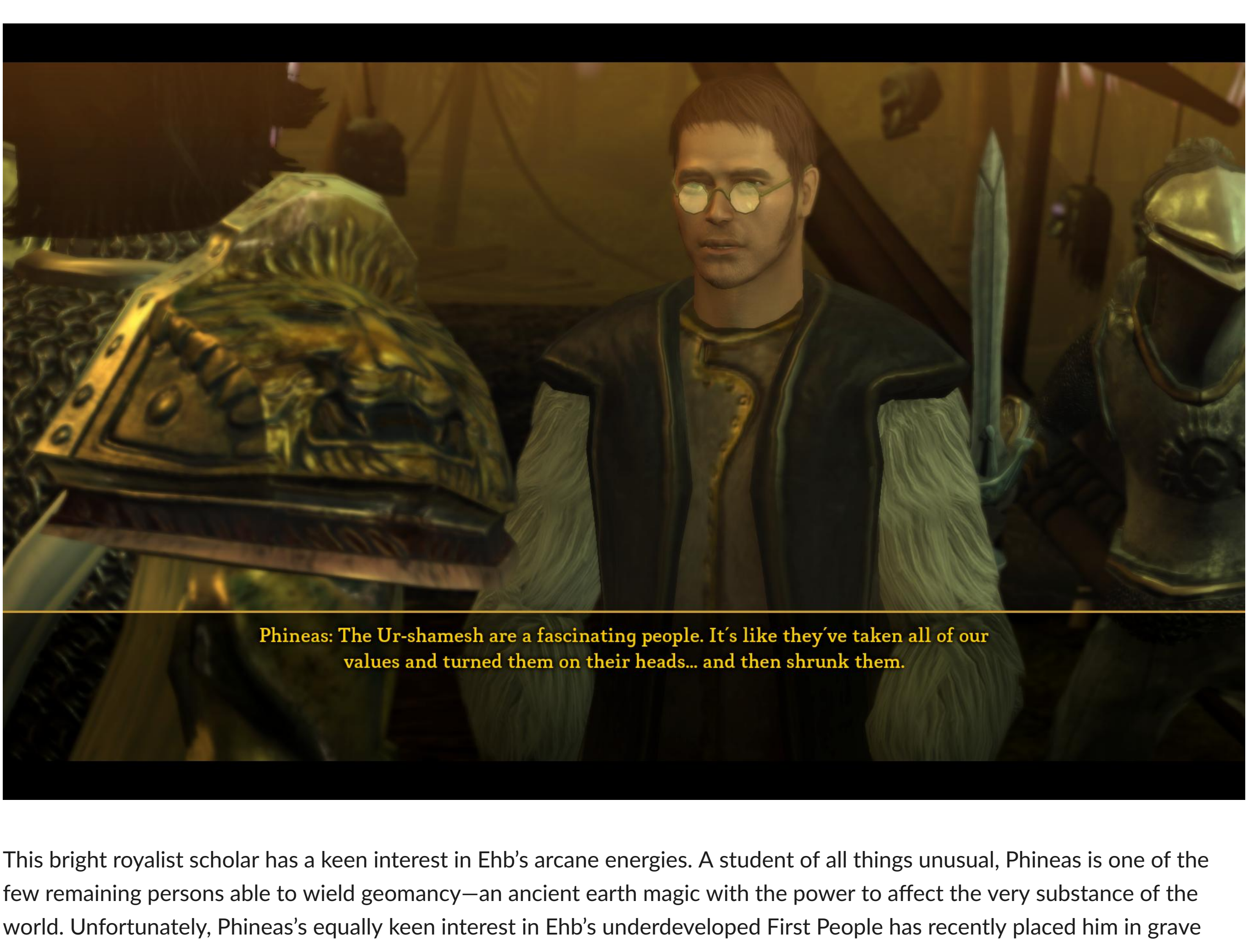
Roderick



Roderick: I saw you speaking with the General. We must be in dire straits to rely on passers-by. But… Lord Devonsey has seen fit to trust you.

Roderick is a brave and loyal officer who serves in Queen Roslyn's royal army. The long war against Jeyne Kassynder's Azunites has taken its toll
on this humble soldier—countless losses weigh heavily on Roderick's soul. Perhaps helping to rescue some of the royalists' wayward troops will help lift Roderick's spirits once more…

Phineas



Phineas: The Ur-shamesh are a fascinating people. It's like they've taken all of our values and turned them on their heads… and then shrunk them.

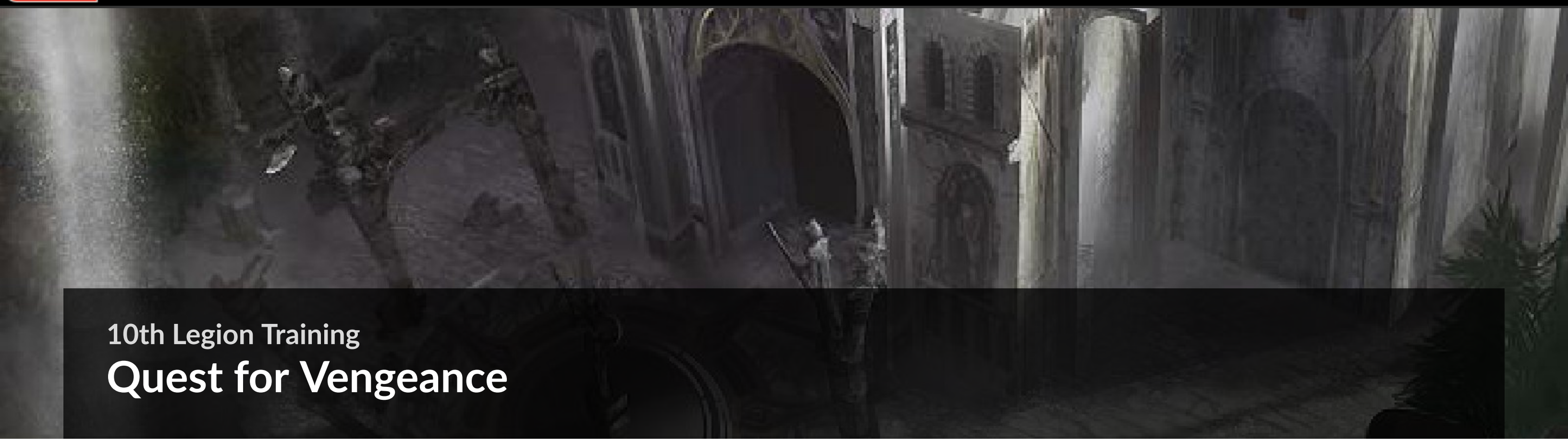
This bright royalist scholar has a keen interest in Ehb's arcane energies. A student of all things unusual, Phineas is one of the few remaining persons able to wield geomancy—an ancient earth magic with the power to affect the very substance of the world. Unfortunately, Phineas's equally keen interest in Ehb's underdeveloped First People has recently placed him in grave danger—the Legion would do well to rescue this learned young man.

The Meisters of Stonebridge

A terrible depression has spread throughout Ehb—yet a fortunate few manage to profit during these dark times. The meisters of Stonebridge rank among the richest and most powerful merchant lords in the civilized world. The support of these influential businessmen (and businessgoblins) would surely facilitate the Legion's return—yet it would take much to convince such a wily bunch to denounce Jeyne's overwhelming armies.

The Dapper Old Gent

Stroll down Stonebridge's magnificent cobblestone streets, and your eye will likely be drawn to one of the city's ubiquitous bulletins, in which the local authorities' interest in a outlaw known as the Dapper Old Gent is boldly proclaimed. Apparently, this mysterious "Gent" has been harassing and tormenting the good people of Stonebridge for decades—and his criminal activities are rumored to have been on the rise of late. Perhaps capturing this devious troublemaker will help entice the city's meisters to join the Legion's cause…

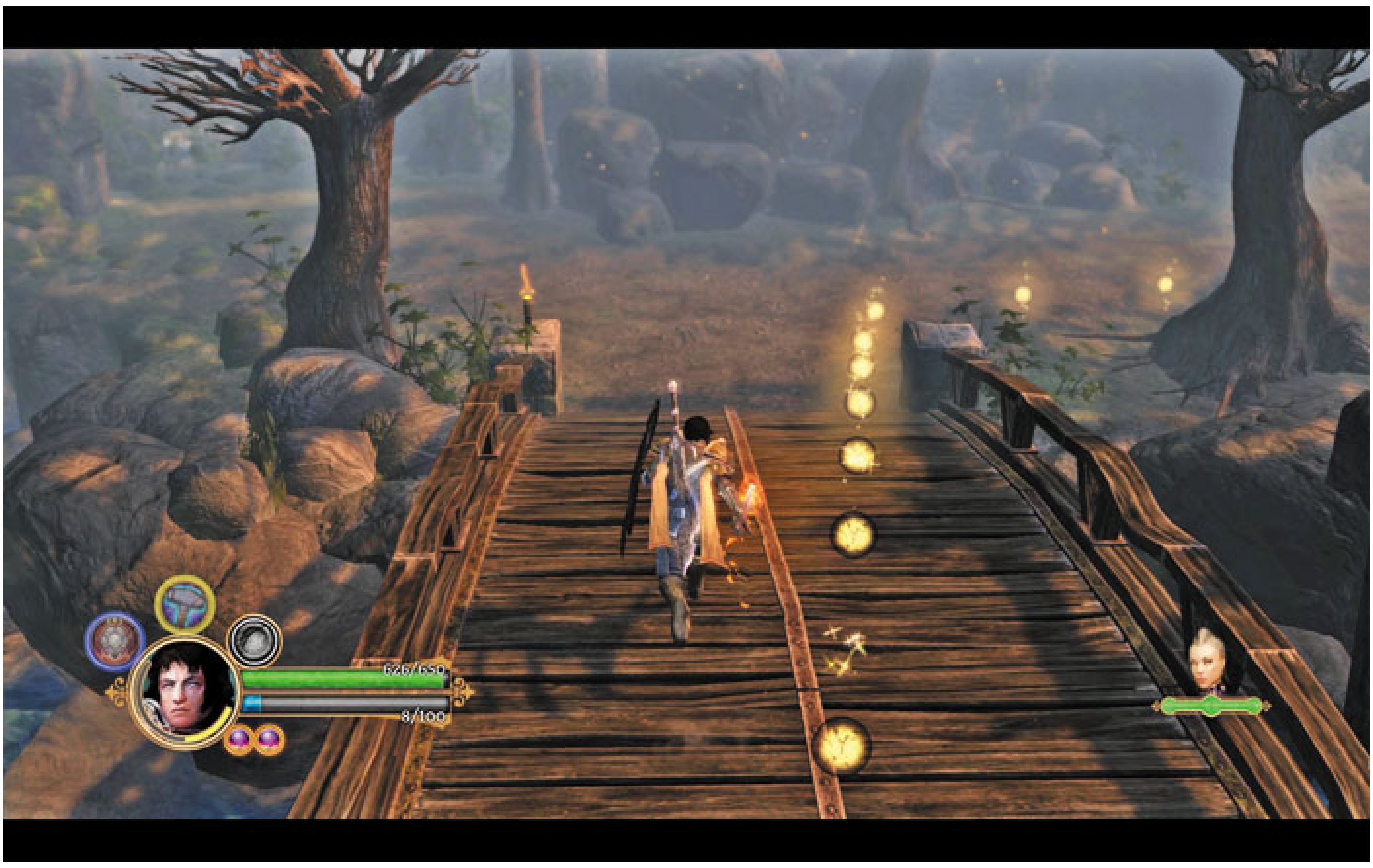


10th Legion Training

Quest for Vengeance

Welcome to basic training, brave legionnaire. Here you'll discover an array of adventuring tips and battle techniques—everything you need to become a true champion of the 10th!

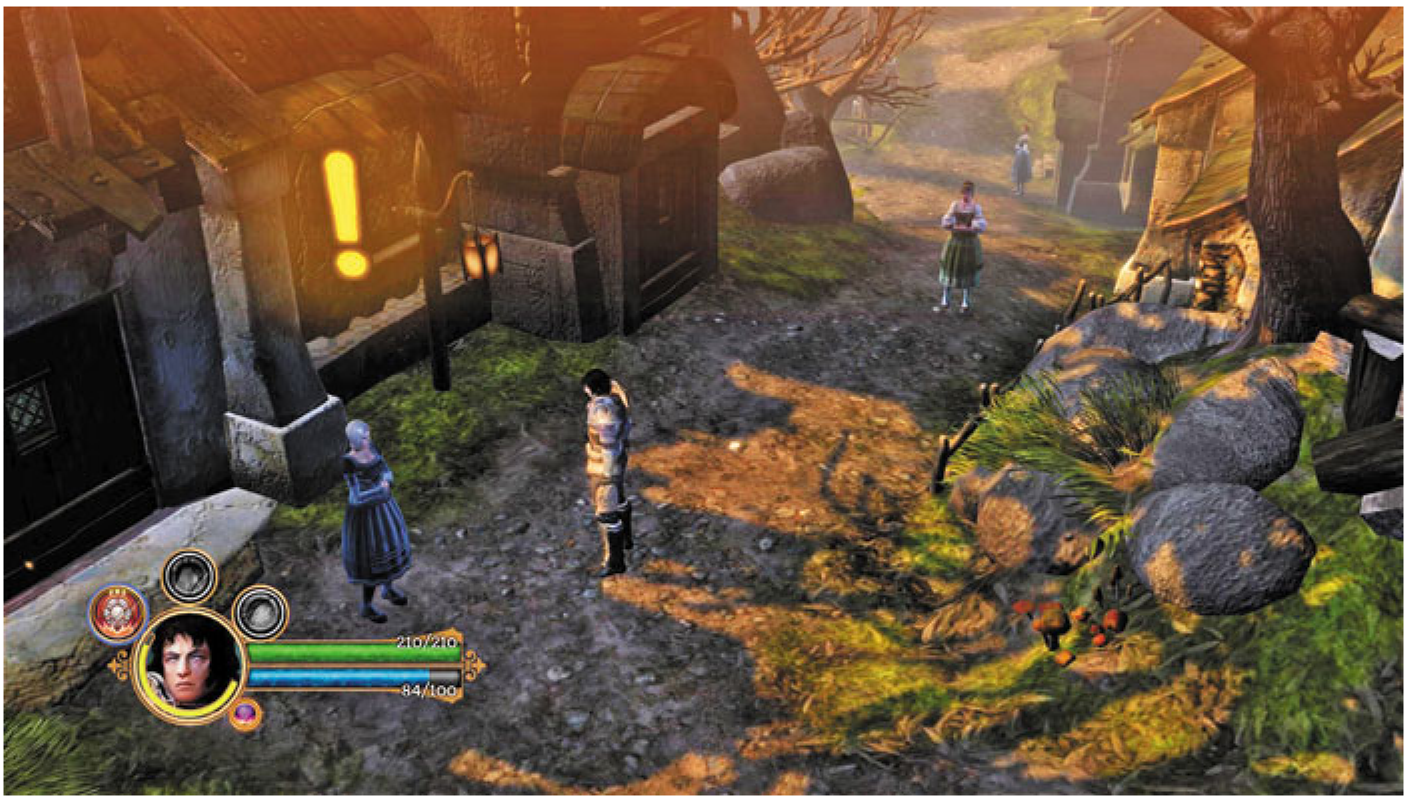
Quest for Vengeance



Many important tasks must be fulfilled along the Legion's long road to redemption. Fortunately, completing these tasks couldn't be easier thanks to a handy feature known as the quest guide. Simply call up the Quest menu, then choose the quest you wish to follow. Return to the in-game action and call up the quest guide, and a glowing trail conveniently appears to light the way to your next objective.

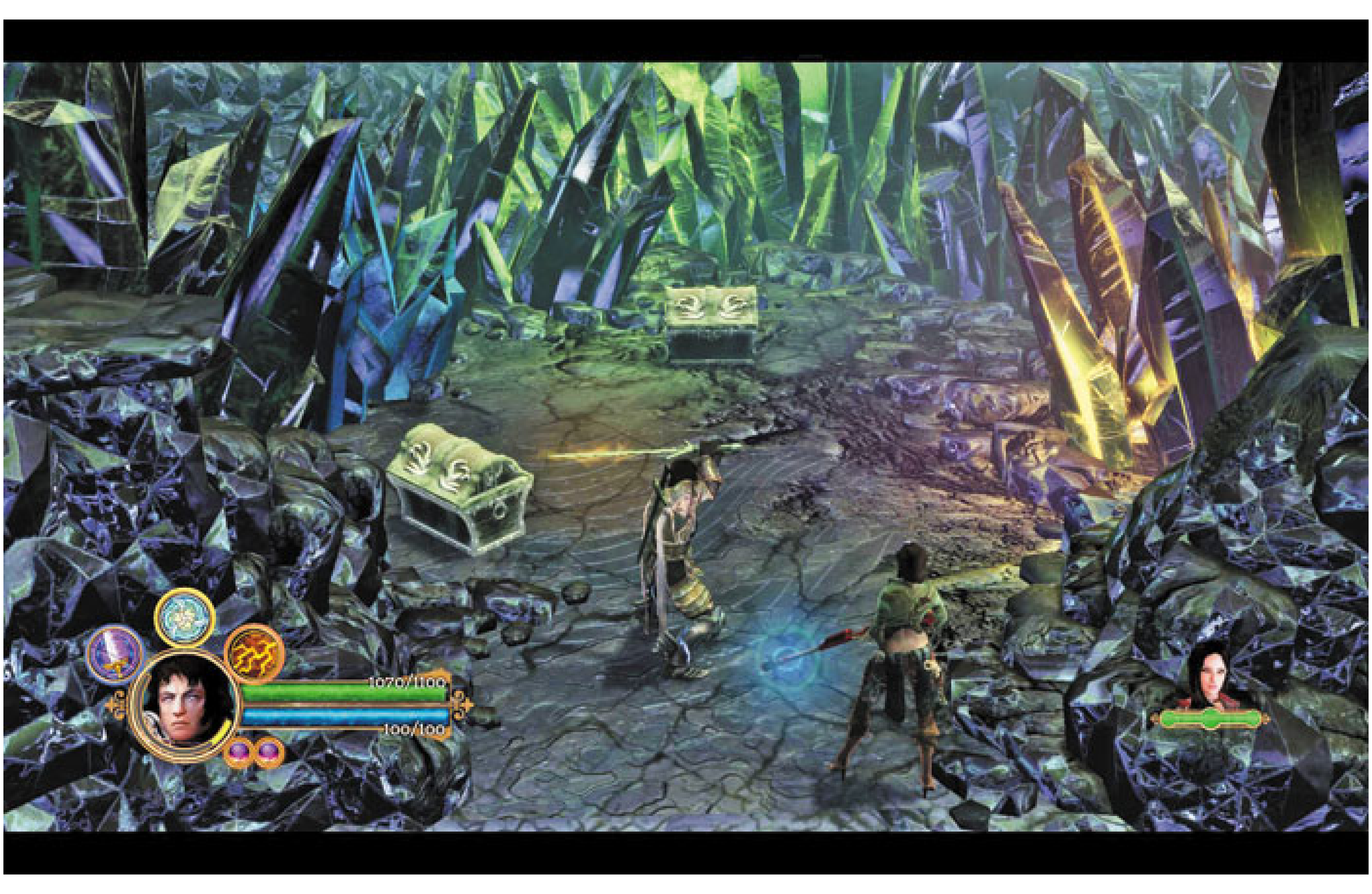
Note

Critical-path quests, which must be completed to advance the plot, have a different appearance in the Quest menu than optional side quests. Complete all side quests before advancing along critical-path tasks—side quests are generally shorter and easier to complete, and fulfilling them earns you welcome loot and experience.

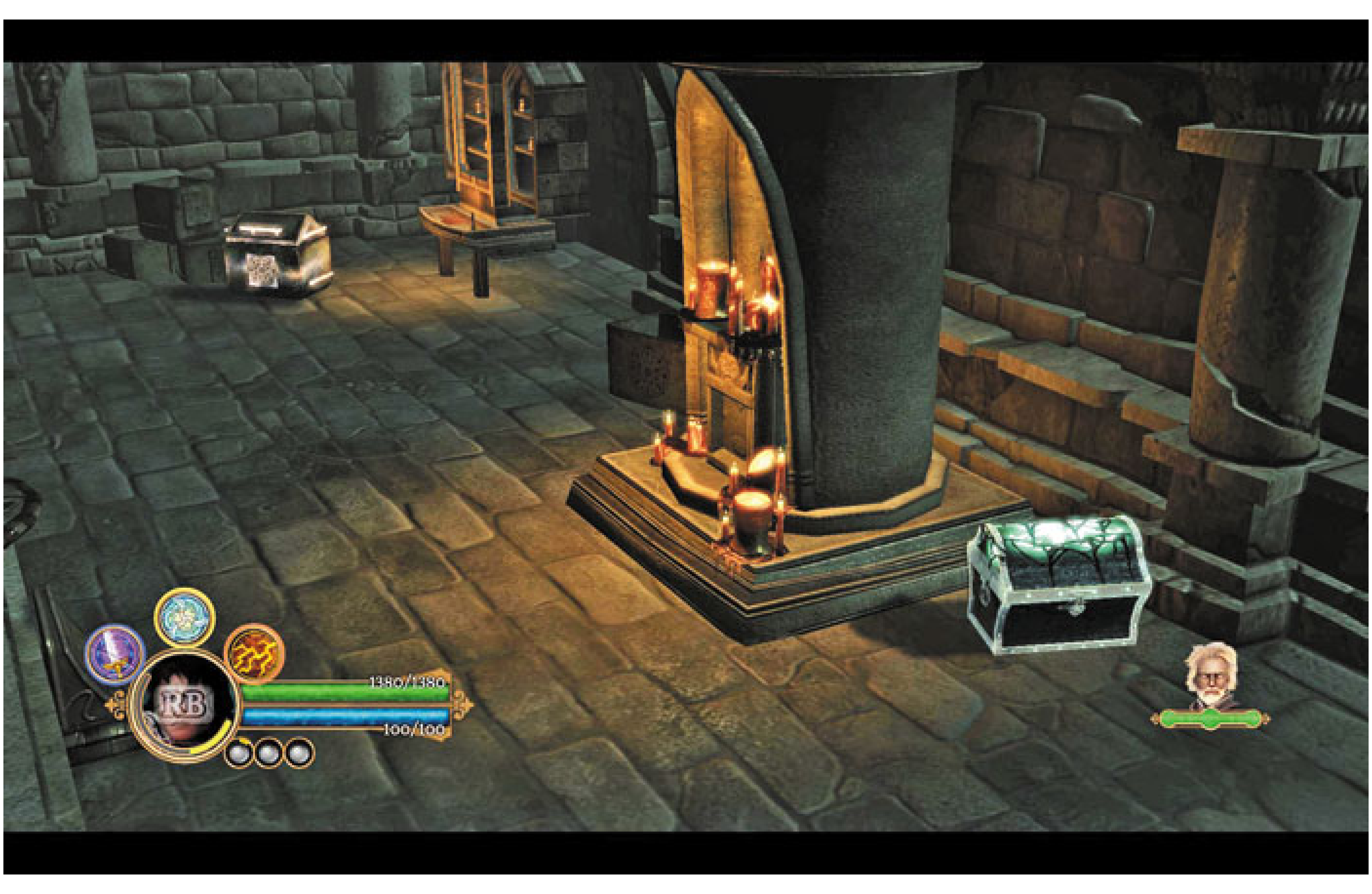


New quests are commonly obtained by speaking with special non-player characters (NPCs). Such special NPCs are called quest givers, and they appear on the in-game minimap as special icons. Some quests are automatically acquired upon completion of other quests. A few quests can be obtained by inspecting certain objects in your surroundings, so search each area thoroughly!

Exploring



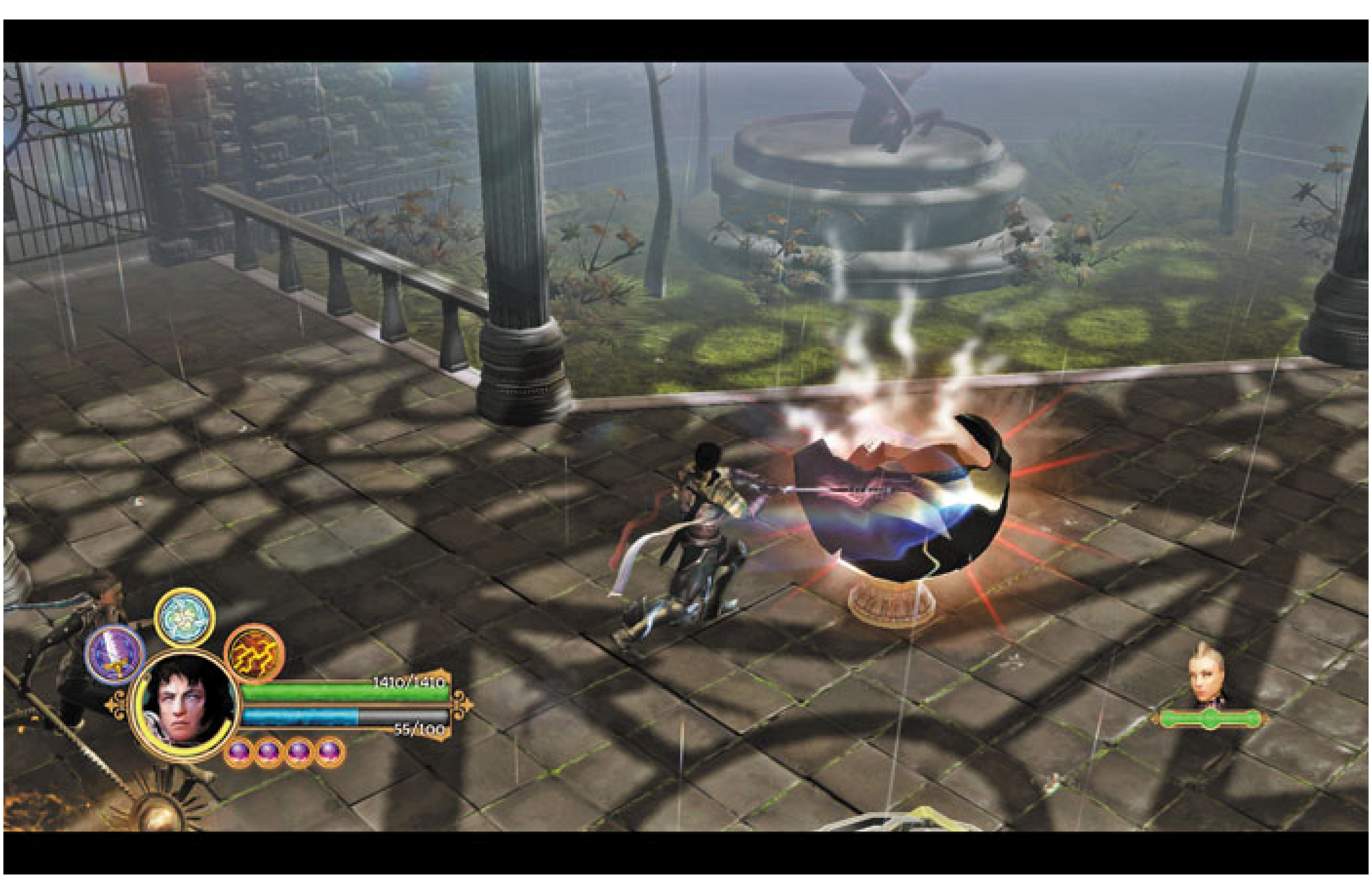
Whenever legionnaires aren't locked in mortal combat with Ehb's less-friendly inhabitants, they busy themselves by searching every square inch of their surroundings for objects of interest and worth. Loads of crucial loot can be obtained through simple, careful observation, so fully explore each new place you visit.



Tip

Keep the minimap onscreen at all times, and search those nooks and crannies to find plenty of hidden goods.

Treasure



Attack and destroy breakable objects, such as barrels and vases, to randomly discover minor goodies.

Treasure can be obtained in a variety of ways. Slain enemies commonly drop loot, and valuables can be acquired by inspecting and destroying objects in one's environment as well. Approach objects such as treasure chests, weapon racks, and even the corpses of fallen travelers to acquire a random treat—usually either a piece of gear or an amount of gold. Lootable objects always appear in the same position during each playthrough of the game, but the items you receive from them are often dispensed at random, so you never quite know what you'll find.

Developer Commentary

Most artifact-level items in the game are in fixed locations. The Heroes' Crypt will always have artifacts from the heroes of the first Dungeon Siege , Rajani will always yield her staff if you kill her, and so on. A few artifacts drop randomly. For example, goblin enemies have a slight chance to drop unique items—so go forth and slaughter those goblins!

– Matt MacLean, Senior Designer

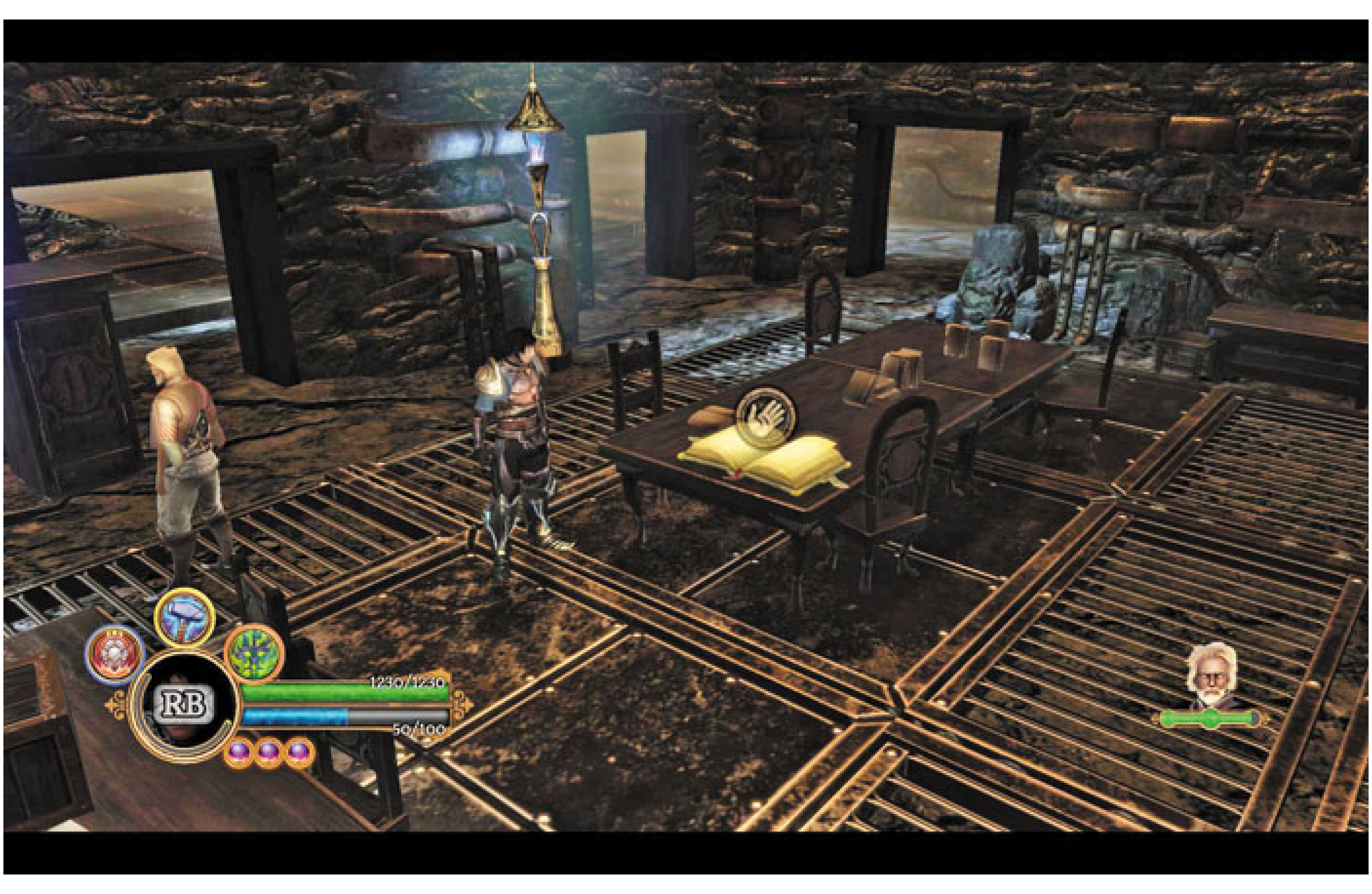
Note

See the appendix for a complete list of all artifacts—the precious, one-of-a-kind items that always appear in set locations in the adventure.

Tip

Use the Quick Loot button to instantly collect all surrounding minor goodies, such as Health Orbs and loose piles of gold.

Lore

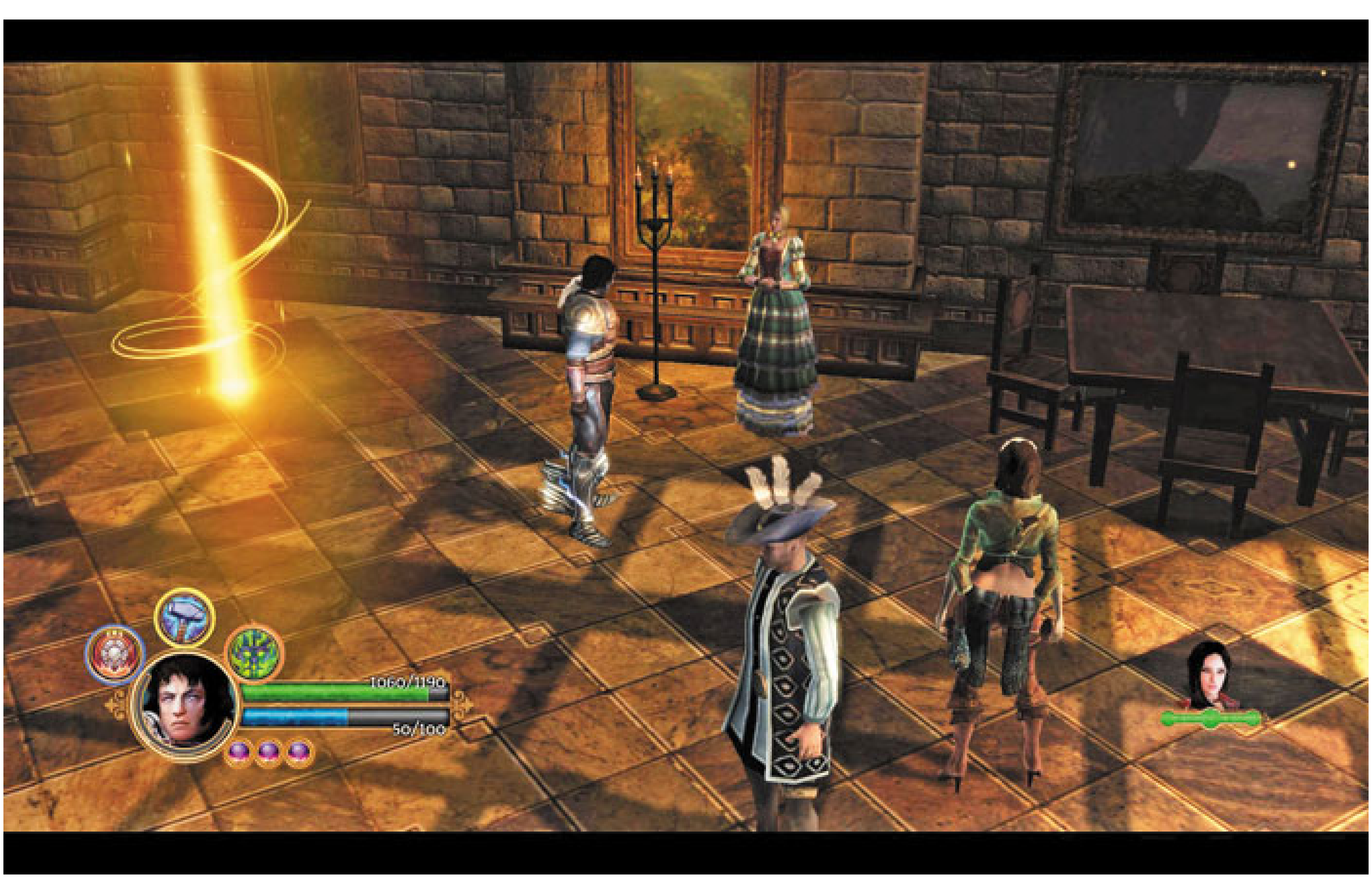


The wise legionnaire knows that knowledge is power. Search your surroundings thoroughly to discover informative lore entries that provide scraps of history pertaining to Ehb and its inhabitants. Collect lots of lore entries to earn Deeds that bestow permanent stat bonuses to your chosen hero. See the "Deeds" section of this chapter for details.

Tip

Reference this guide's walkthrough maps to see precisely where every bit of loot and lore lies in each area. Check the appendix for a handy checklist of all lore entries, among other useful quick-reference resources.

Save Beacons



Among the most important objects you'll encounter, save beacons are glimmering columns of magical light that can be used to record your progress. All save beacons appear on the minimap as special icons. Step into a beacon's light and choose to save your game—your entire party will then be completely healed, and your progress will be recorded in the game's memory. Now you can safely quit the adventure or journey on with renewed strength and vigor.

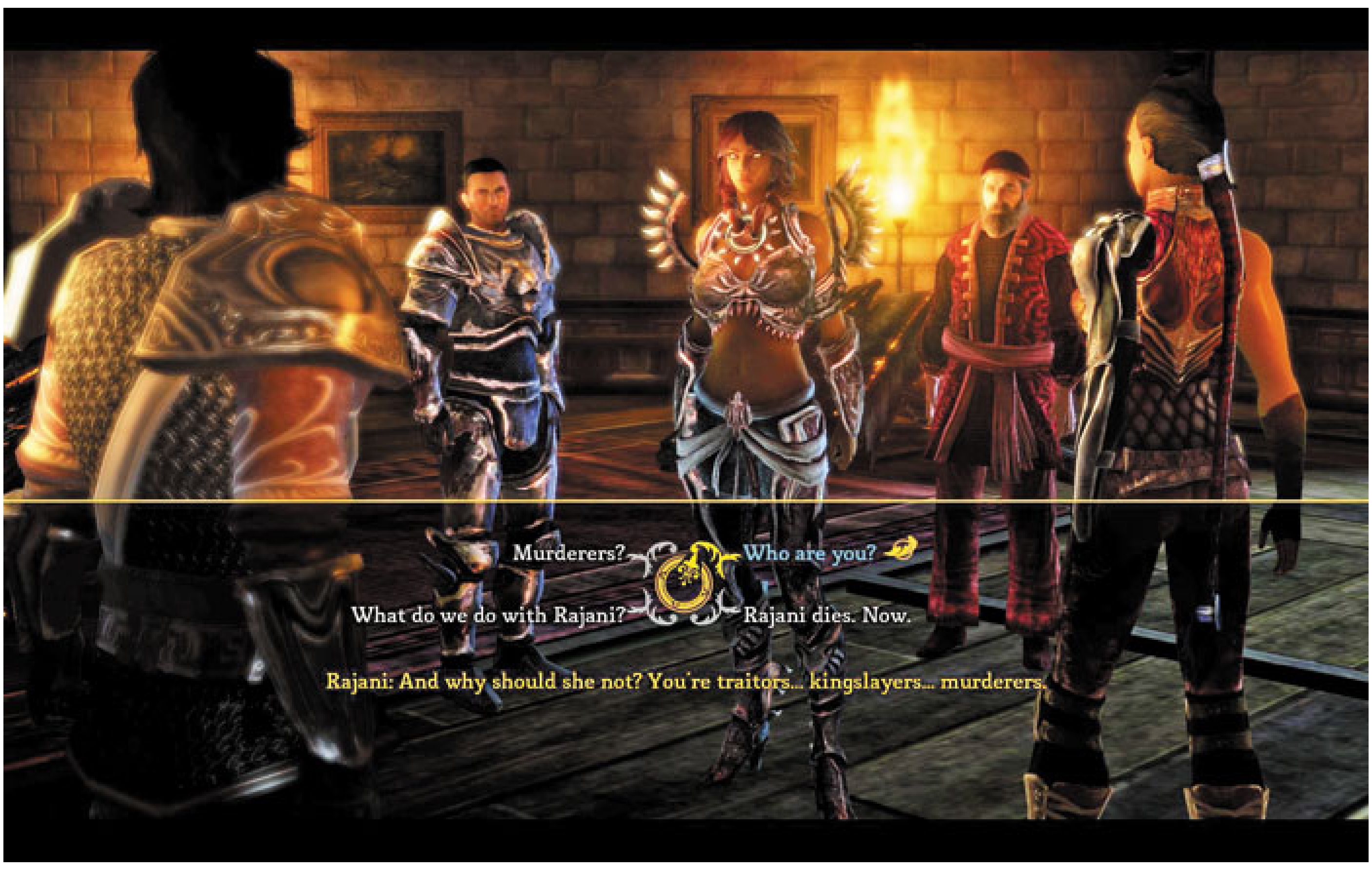
Tip

Save often, and consider maintaining multiple save files—this lets you easily load to previous points in the adventure and explore different paths.

10th Legion Training

Dialogue

Dialogue



Murderers?

Who are you?

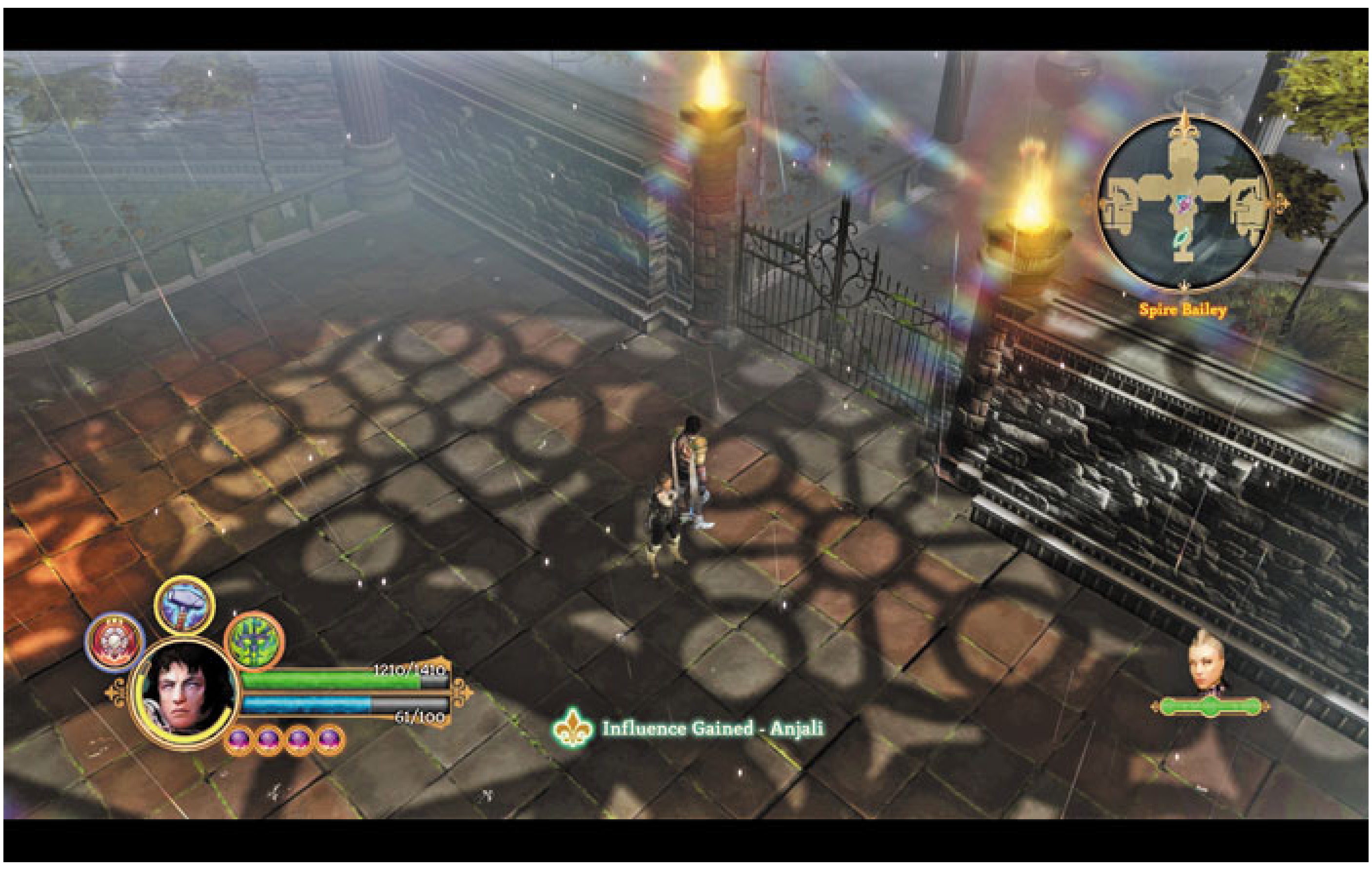
What do we do with Rajani?

Rajani dies. Now.

Rajani: And why should she not? You're traitors... kingslayers... murderers.

Seeking out information is another important duty for all legionnaires. Many conversations give you the option to voice one or more opinions, or to ask one of several questions—wise legionnaires know to watch their tone, for words can quickly lead to actions in Ehb. Whenever you speak with anyone, try to ask as many questions as possible before ending the chat. You never know what valuable gossip a stranger might have to impart.

Party Influence



Influence Gained - Anjali

Making the right choices during certain conversations can earn you Influence with your active companion, which translates to special benefits known as Deeds. A special message is displayed during dialogue when you say something that earns you Influence with your current companion (note that Influence can only be earned with active party members). Check the Party menu to view your current Influence with your companion.

Note

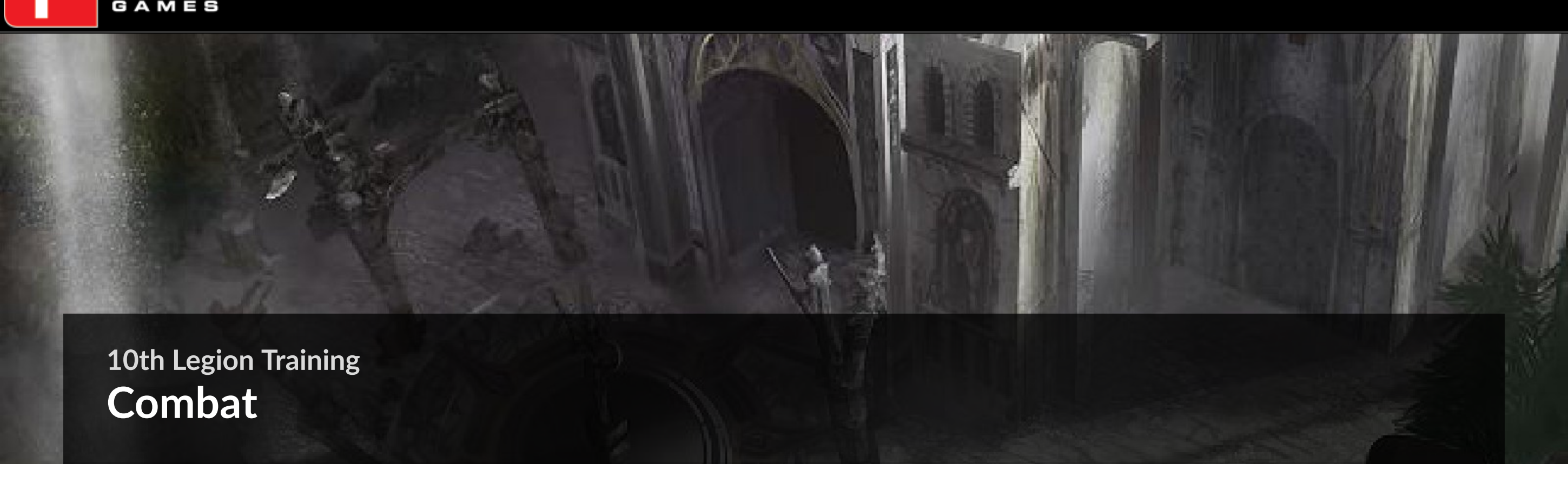
Click on the appendix for a complete listing of all chances to gain Influence with party members.

Party Deeds

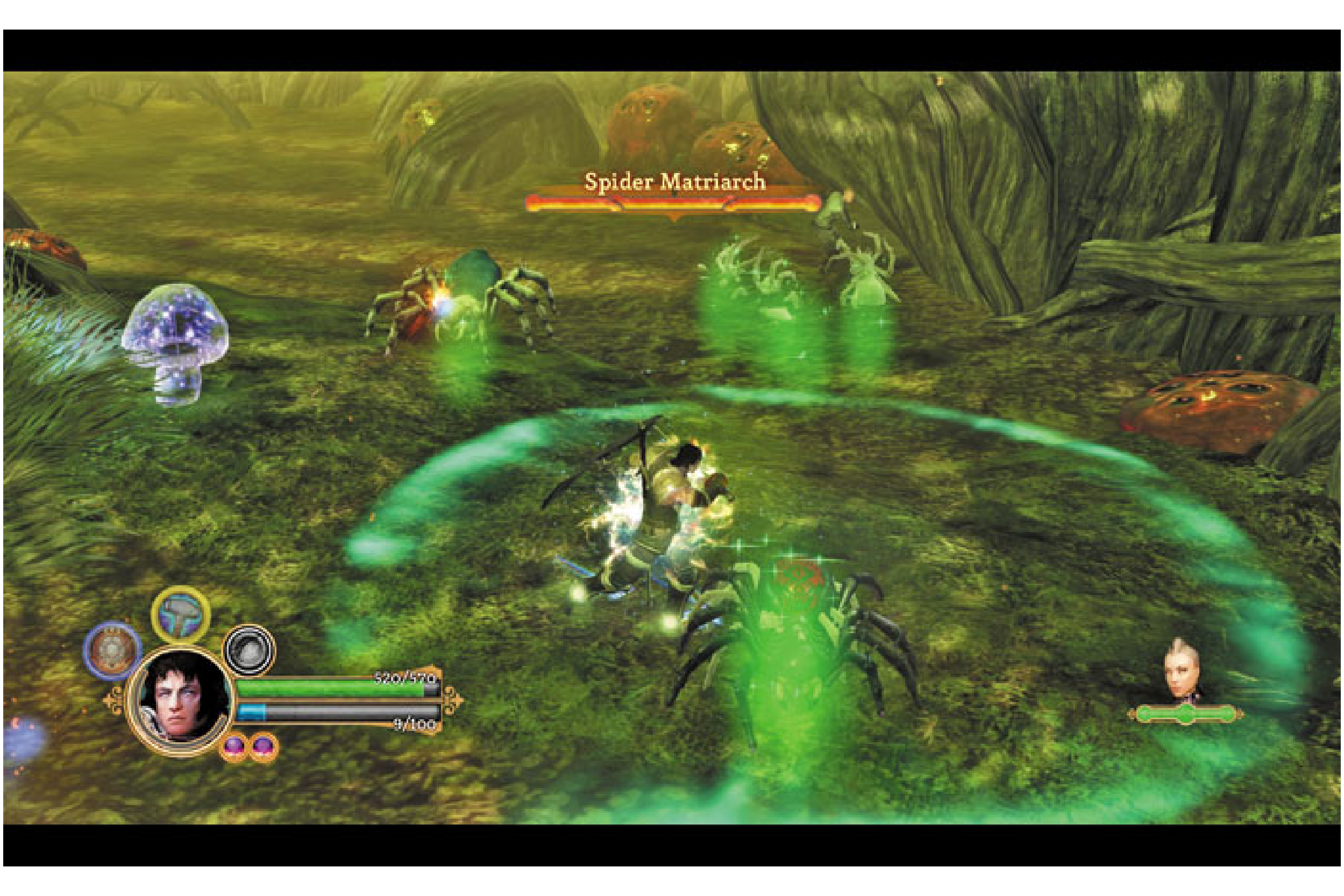
Gaining Influence with companions is helpful, because you unlock special Deeds as you reach Influence milestones with each fellow legionnaire. More valuable Deeds are earned as you gain more and more Influence with a companion—each legionnaire has three unique party Deeds to offer. It's nearly impossible to unlock every party Deed in a single playthrough, so you must decide if you wish to unlock the best Deeds for a certain comrade, or if you'd prefer a smattering of Deeds from all of your companions. See the "Cast" chapter and the appendix for a complete list of all party Deeds gained through amassing Influence with companions.

Dialogue Boxes

When an important conversation occurs during the adventure, a special box will appear in the walkthrough, just like this. If Influence can be gained during the dialogue, a "thumbs up" icon will appear next to the box's header (as shown in this sample), and the phrase you must speak during the conversation will be surrounded by quotation marks in the box's text, "like so." If you'd like to keep the game's story a surprise, simply avoid reading these dialogue boxes to skip all the plot-based spoilers.



Combat



Named enemies are particularly dangerous and challenging to defeat.

Ehb is a dangerous land, so the art of war is well known to all legionnaires—particularly the techniques of man-to-man combat. Each legionnaire has mastered a unique brand of fighting, blending a dangerous mix of lethal weaponry and powerful combat abilities. Battles are fast and furious, and it's easy to become overwhelmed by swarms of foes if you aren't careful. Be prepared for anything while your legionnaire has a weapon readied!

Attacking

Shredding enemies with ranged and melee weapons is a common legionnaire duty. Press the Attack button multiple times to unleash a deadly series of strikes with most weapons, the final blow typically being the most powerful. Note that each legionnaire has two combat stances; one is often intended for single-enemy combat, while the other is typically suited to tackling mobs of foes. Switch between both stances as needed to slay enemies with far greater efficiency.

Calculating Damage

When a normal attack is made, the attacker's Attack DPS value is simply divided among all targets when calculating damage. However, when an offensive ability is unleashed, Attack DPS and Ability DPS values are combined to produce significantly more damage. Regardless of the form of attack, damage is always reduced by the victim's Armor value. See the "Character Statistics" sidebar for more on these and other vital stats.

Critical Hits

Every attack has a chance to strike a soft spot and inflict critical damage against its target. Critical hits cause twice the normal amount of damage, plus whatever bonus might also be applied by the Doom chaos effect (if applicable). The chances of scoring a critical hit vary based on the legionnaire's Agility rating and level—the higher the character's level, the more Agility it takes to maintain the same odds of scoring critical hits. This chart shows the effect that one point of Agility has in determining a legionnaire's critical hit chance per level.

Agility and Critical Hits	
Level	Critical Hit Chance (per 1 Agility Point)
1	1.39
2	1.17
3	1.01
4	0.88
5	0.78
6	0.70
7	0.63
8	0.57
9	0.52
10	0.48
11	0.44
12	0.41
13	0.38
14	0.35
15	0.33
16	0.30
17	0.28
18	0.27
19	0.25
20	0.23
21	0.22
22	0.21
23	0.20
24	0.18
25	0.17
26	0.16
27	0.15
28	0.14
29	0.14
30	0.13

Using Abilities

Each legionnaire has nine unique abilities that greatly enhance their fighting skill. Most abilities are offensive in nature, wounding enemies and decreasing their combat effectiveness. A few abilities are defensive, helping to heal and strengthen the valiant legionnaires. Focus is required to activate all offensive abilities—gain Focus by wounding and slaying enemies with normal attacks and combos

Unlike offensive abilities, defensive abilities demand one Power Sphere to activate. Trade Focus for Power by blocking enemy attacks or using offensive abilities—Power also accumulates as you take damage without blocking. Then trigger defensive abilities to gain passive bonuses, such as improved defenses or regenerated health for a brief time (usually 30 seconds). You gain your first Power Sphere shortly after reaching level 2, and more are awarded as you reach other important milestones in the adventure.

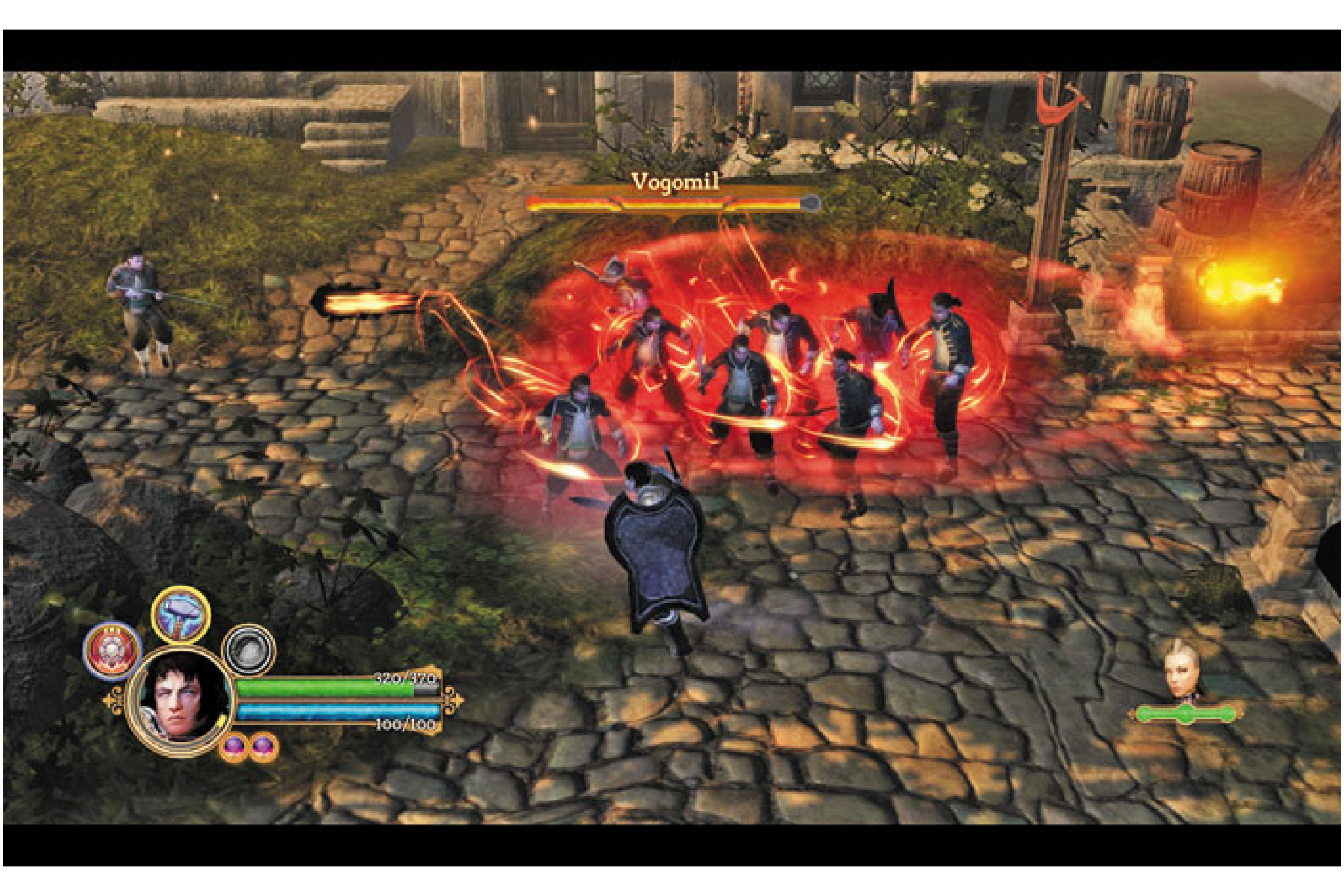
Empowered Abilities

Power Spheres are also needed to unleash empowered abilities. Use abilities often and you'll eventually master them and unlock their empowered versions. You may then unleash the ability as normal or choose to execute its empowered version by simply holding a modifier button.

- Defensive abilities (anything activated with the Block button held down) require 150 uses to master.
- Offensive abilities (anything activated without holding the Block button) require 200 uses to master.

Evading

Attacking and being aggressive is easy enough, but to truly master the fine art of battle you must also learn to avoid damage. Enemies can't kill what they can't strike, so stay mobile as you watch for patterns in your foes' attacks. Then simply evade enemy blows by rolling or dodging in a timely fashion. Each legionnaire is completely immune to damage while dodging, making this a vital technique to incorporate into your battle plan.



Tip

If the enemy has you in a dangerous spot, simply retreat a good distance—most adversaries will not pursue you very far.

Enemy Auras

Some enemies project special auras around themselves, but their effects aren't immediately obvious. The aura's color gives you a clue as to its purpose:

Aura Color	Effect
Green	Heals nearby enemies.
Orange	Inflicts burning damage to nearby legionnaires.
Purple	Drains nearby legionnaires' Focus.
Red	Enhances nearby enemies' speed.
White	Increases nearby enemies' armor.

Blocking

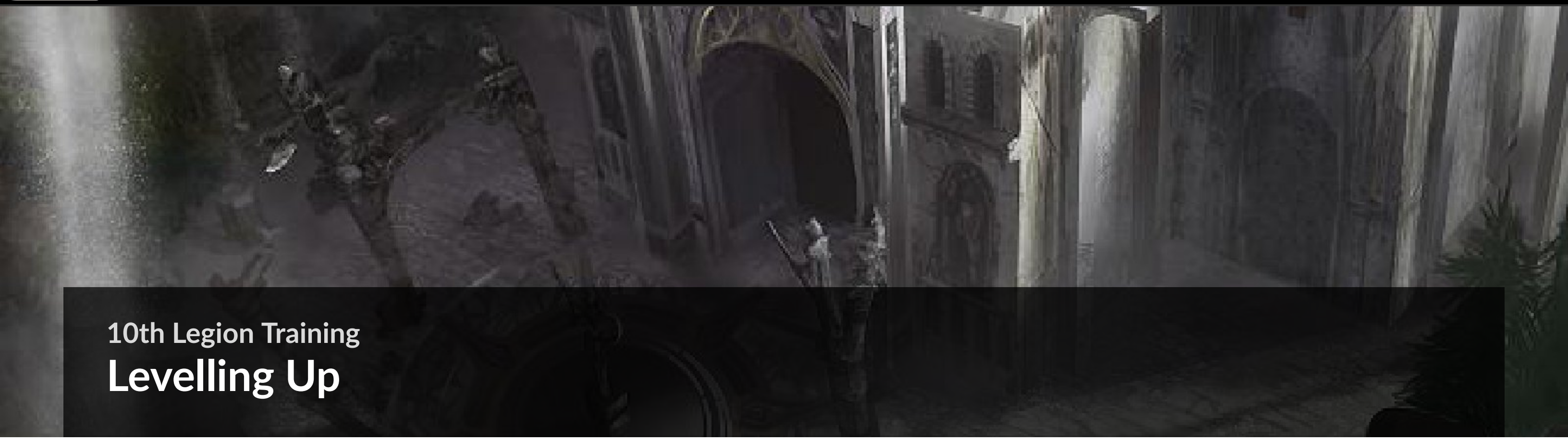
When there's no place left to run, the art of blocking becomes an essential survival tool. Hold the Block button to stand your ground in a defensive posture—your character's Block rating is then added to the Armor rating, further reducing damage. More importantly, all damage is subtracted from your hero's Focus instead of Hit Points (HP) while blocking, and Power steadily accumulates when attacks are blocked. Therefore, block to preserve HP and fill Power Spheres, then use those Power Spheres to activate defensive abilities and turn the tide.

Healing

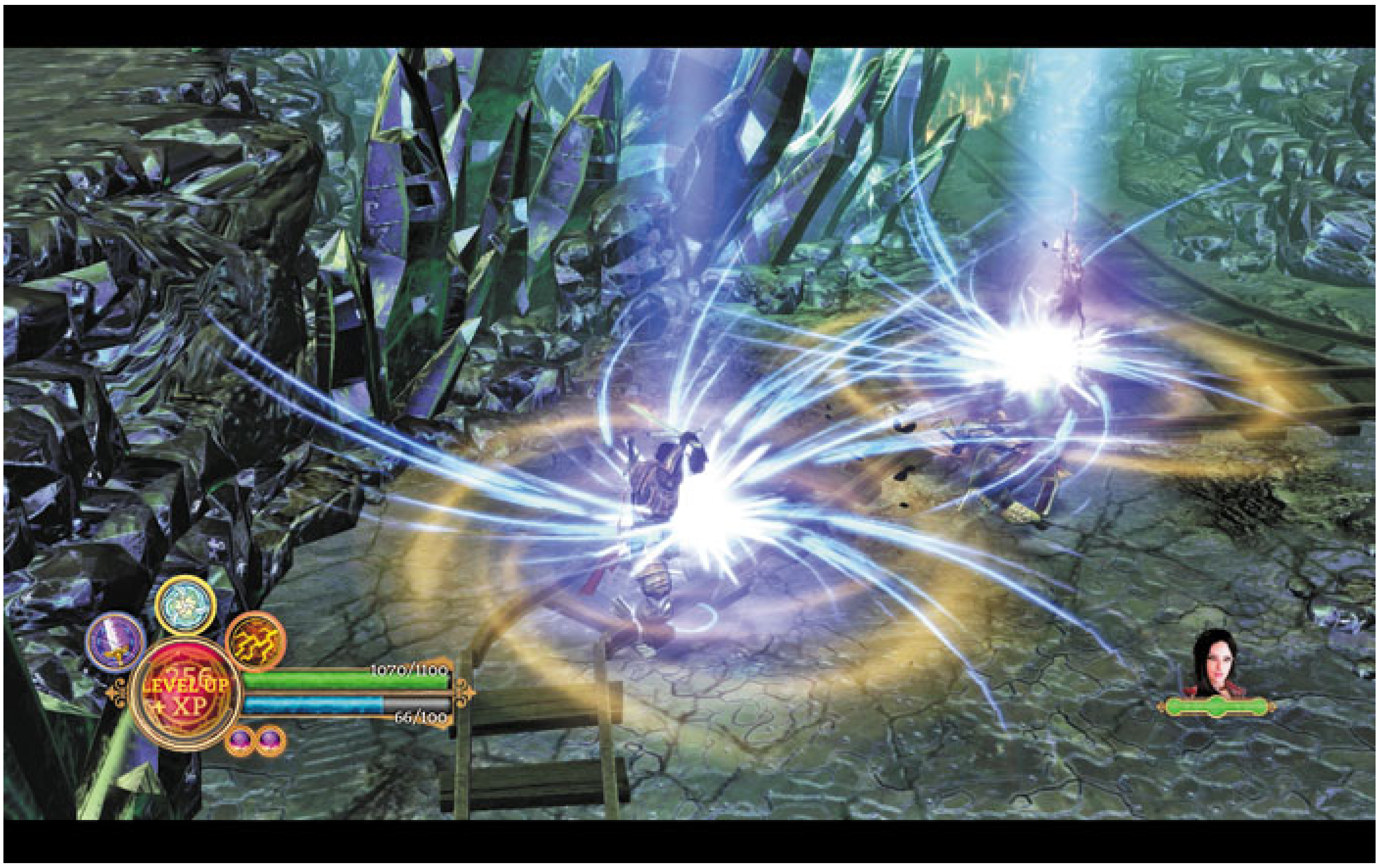
No matter how stalwart the 10th Legion's warriors might be, they're certain to suffer injury at some point during their adventures. Fortunately, the very first ability legionnaires unlock is their primary healing ability, which slowly restores half of their maximum HP over the course of 30 seconds. Healing can also be obtained in other ways—certain abilities can be upgraded with proficiencies that grant some form of HP recovery, and equippable gear can bestow the Vampire chaos effect, which can transfer HP from enemies to you during battle.

Reviving Comrades

Even the most battle-hardened legionnaires can find themselves on the wrong side of a broadsword. When a member of the 10th falls in battle, the surviving companion should act quickly. Run close to a fallen comrade and hold the appropriate button to begin healing. Several seconds are needed to bring an ally back from the brink, and being attacked may interrupt the revival process and force you to begin again. Ensure no enemies are nearby when reviving fallen friends.



Levelling Up



Dispatching enemies and completing quests earns legionnaires Experience Points (XP). Reaching XP milestones causes them to "level up," becoming more powerful and potentially gaining new abilities. Regardless of whether or not new abilities are gained, legionnaires always get to upgrade their current abilities and talents each time a new level is reached.

Abilities

All legionnaires begin with their two first-tier offensive abilities. New abilities are gained at levels 2, 5, 9, 12, 15, 17, and 20. Second-tier abilities are accessed at level 5; third-tier abilities are unlocked at level 12. You will unlock all nine abilities upon reaching level 20, but you can't fully upgrade each ability before you reach the level cap of 30. You must therefore choose your proficiencies wisely.

Proficiencies

Each ability has two proficiencies that can be upgraded to enhance the ability's effectiveness in different ways. Five ranks can be divided between an ability's two proficiencies—the more ranks you take, the greater the proficiency's effect. You can devote all five ranks to just one proficiency, or you can split them between the two and round things out. Consider your character's strengths and weaknesses carefully when choosing which abilities and proficiencies to upgrade.

Talents

Unlike abilities, talents are always on—they simply "run in the background." All legionnaires have access to their first four talents from the start—the next three talents become available at level 10, and the final three unlock at level 20. Each talent has five ranks to fill, but you can only receive 30 talent points throughout the adventure, leaving you 20 ranks short. Weigh your options carefully and upgrade talents that pair well with the abilities and proficiencies you've chosen thus far.

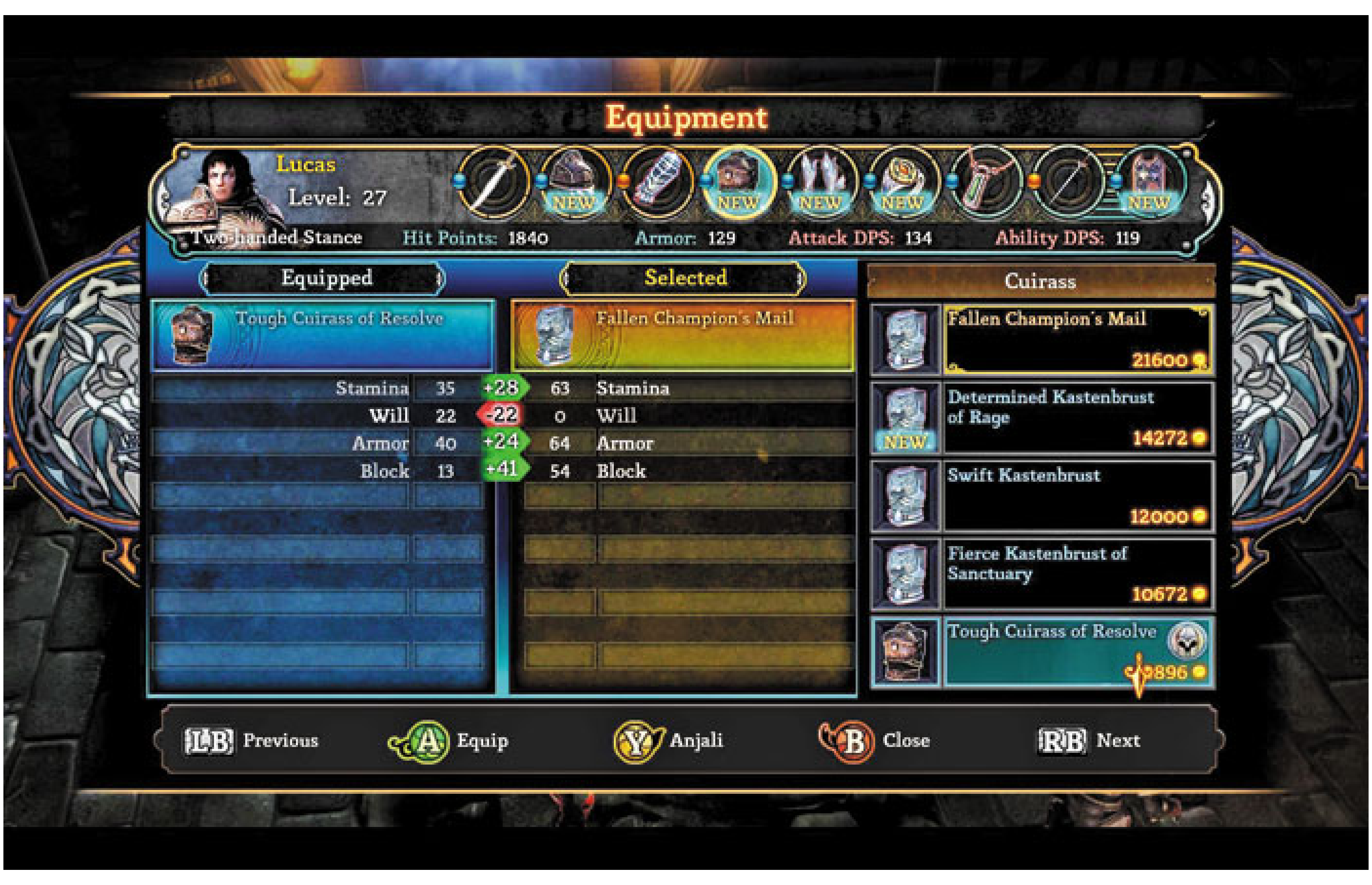
Merchants

Those who brave Ehb's many dangers would do well to secure the best possible gear. Each time you meet a new merchant, take stock of your current equipment and sell off all unwanted items to build funds for fresh arms. (Don't worry; you can't sell anything that's equipped to a character.) Then browse the merchant's selection of goods afterward—the character portrait that appears behind each item's name tells you which legionnaire can use the item. Note that merchants always offer a random selection of gear, so you never know what they'll have. Merchants also regularly receive new stock, and some offer unique artifacts that you won't find anywhere else—so check back often!

Tip

When money's tight, simply ensure that your active characters are using the best possible gear—worry less about equipping inactive companions.

Equipping Gear



Equipping weapons, armor, and special items is the primary way to increase your legionnaires' statistics and make them more formidable. A new and valuable piece of gear can have a tremendous impact on a hero's combat prowess, so take stock of your equipment regularly. Keep an eye out for exceptional items that greatly enhance your party members' skills. Note that the color of an item's name gives you a clue as to its potential value—from least valuable to most, the colors are white, green, blue, and bronze....

Chaos Effects

Some gear will bestow special effects that can either weaken enemies or grant benefits to legionnaires. Such chaos effects are always noted in the item's statistical breakdown. Note that a chaos effect's value determines the bonus damage that the effect will cause per second over the duration of the effect—for example, a sword with 10 Fire would inflict 10 points of bonus damage every second for six seconds, totaling 60 points of added damage. This list describes the various chaos effects that items might bestow.

Bloodletting : This effect grants every attack a chance to inflict bleeding wounds that deal bonus damage over six seconds. Items that can inflict Bloodletting have a 33 percent chance to do so each time they deal damage.

Fire : This effect grants every attack a chance to set enemies on fire, dealing bonus damage over six seconds. Items that can inflict Fire have a 20 percent chance to do so each time they deal damage.

Ice : This effect grants every attack a chance to freeze enemies, dealing bonus damage over nine seconds. Items that can inflict Ice have a 20 percent chance to do so each time they deal damage.

Lightning : This effect grants every attack a chance to electrocute enemies, dealing bonus damage over two seconds. Items that can inflict Lightning have a 10 percent chance to do so each time they deal damage.

Poison : This debilitating effect grants every attack a chance to poison enemies, dealing bonus damage over nine seconds. Items that can inflict Poison have a 15 percent chance to do so each time they deal damage.

Vampire : This welcome effect grants every attack a chance to drain additional HP from enemies, which is then transferred to the legionnaire in the form of healing. Items that can inflict Vampire have a 15 percent chance to do so each time they deal damage.

Weakening : This debilitating effect grants every attack a chance to reduce the enemy's Attack DPS by a full 50 percent as well as deal bonus damage over nine seconds. Items that can inflict Weakening have a 20 percent chance to do so each time they deal damage.

Withering : This useful effect grants every attack a chance to deal bonus damage over nine seconds and lower the victim's Armor rating by 20 percent, causing them to suffer significantly more damage from subsequent attacks. Items that can inflict Withering have a 20 percent chance to do so each time they deal damage.

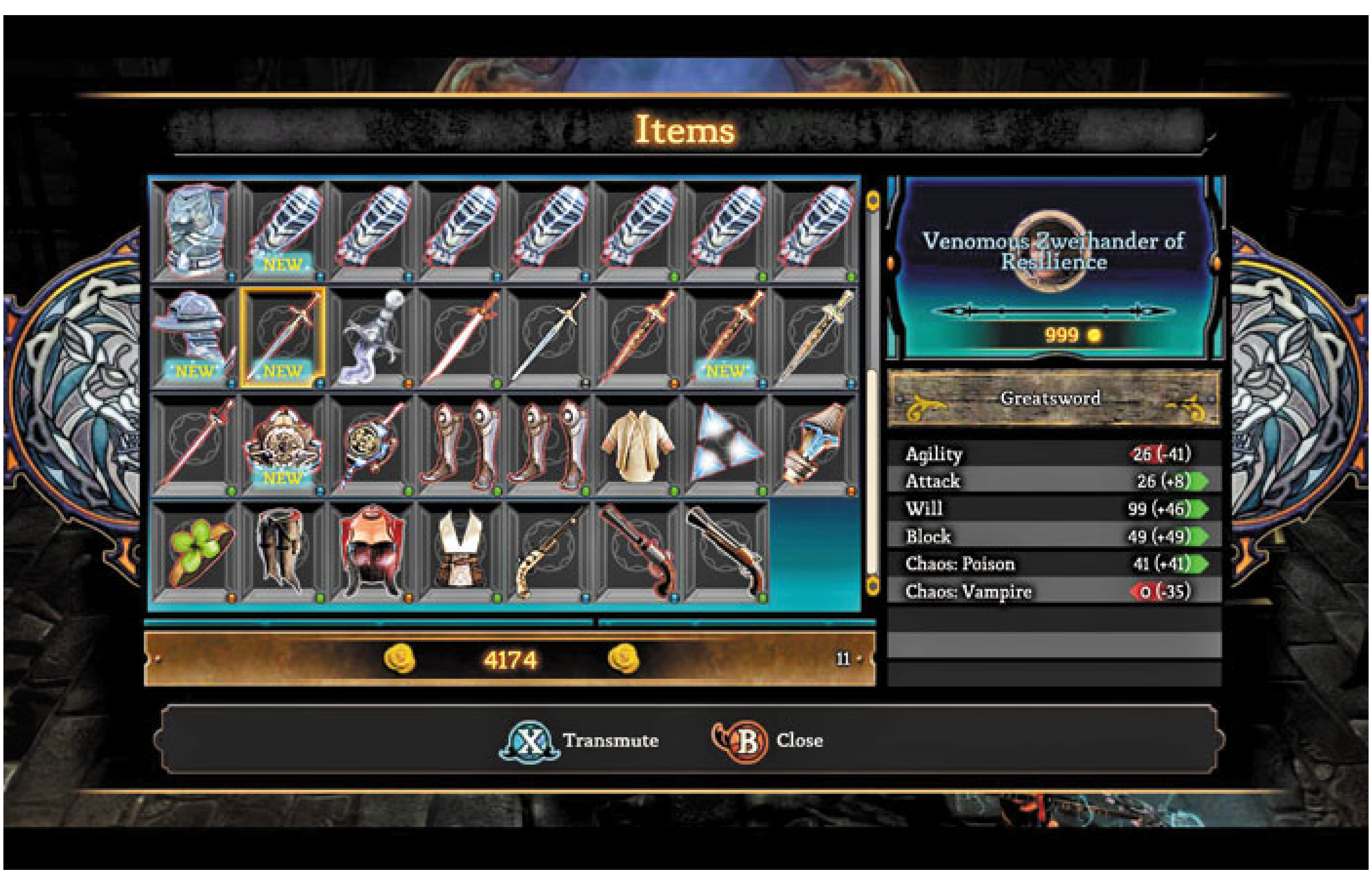
Developer Commentary

Chaos effects are most effective on weapons that hit multiple targets (each target has a chance to suffer the effects) and weapons that attack frequently (more chances to inflict a status effect per second).

Also note that each character has a "big weapon" stance and a "two-weapon" stance. Chaos effects of the two-weapon stance stack. So Anjali could have one Yantra with Chaos: Lightning and one Yantra with Chaos: Stagger, and each fireball has a chance to inflict both.

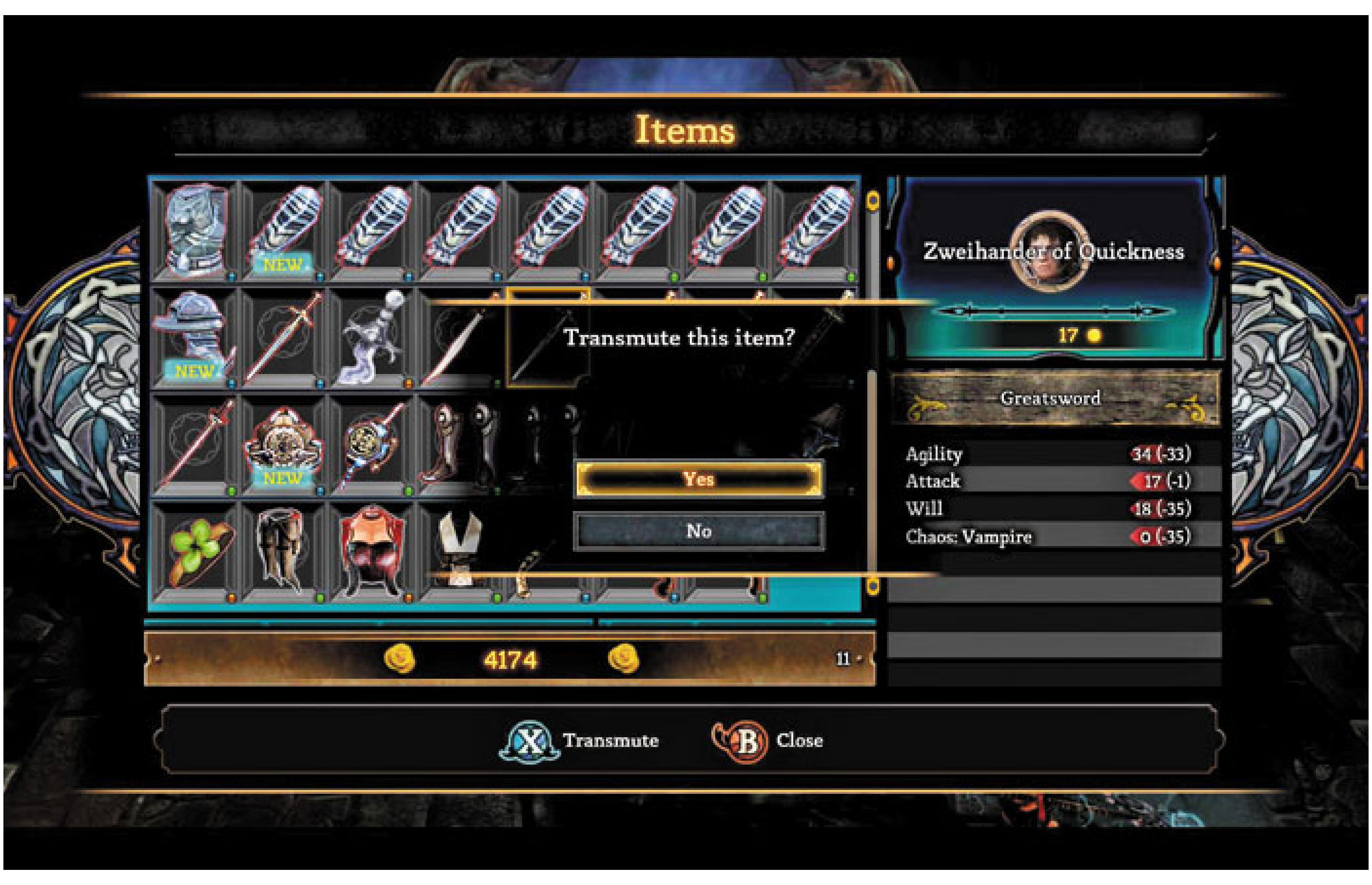
– Matt MacLean, Senior Designer

Item Management

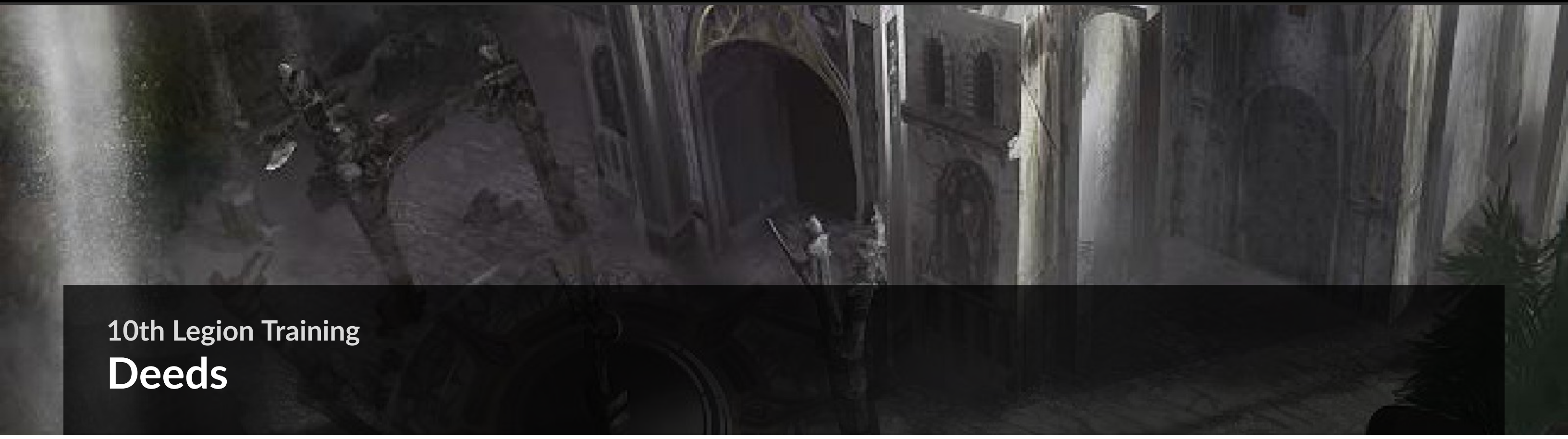


Nearly all treasure is doled out at random in Dungeon Siege III , so many of the items you'll find won't be useful until you've recruited the appropriate party member. Fortunately, your legionnaires can carry a tremendous amount of gear around with them—every item that isn't equipped to a character is stored in the Items menu, where you can review all of the gear that you've found but aren't currently using.

Transmuting Items

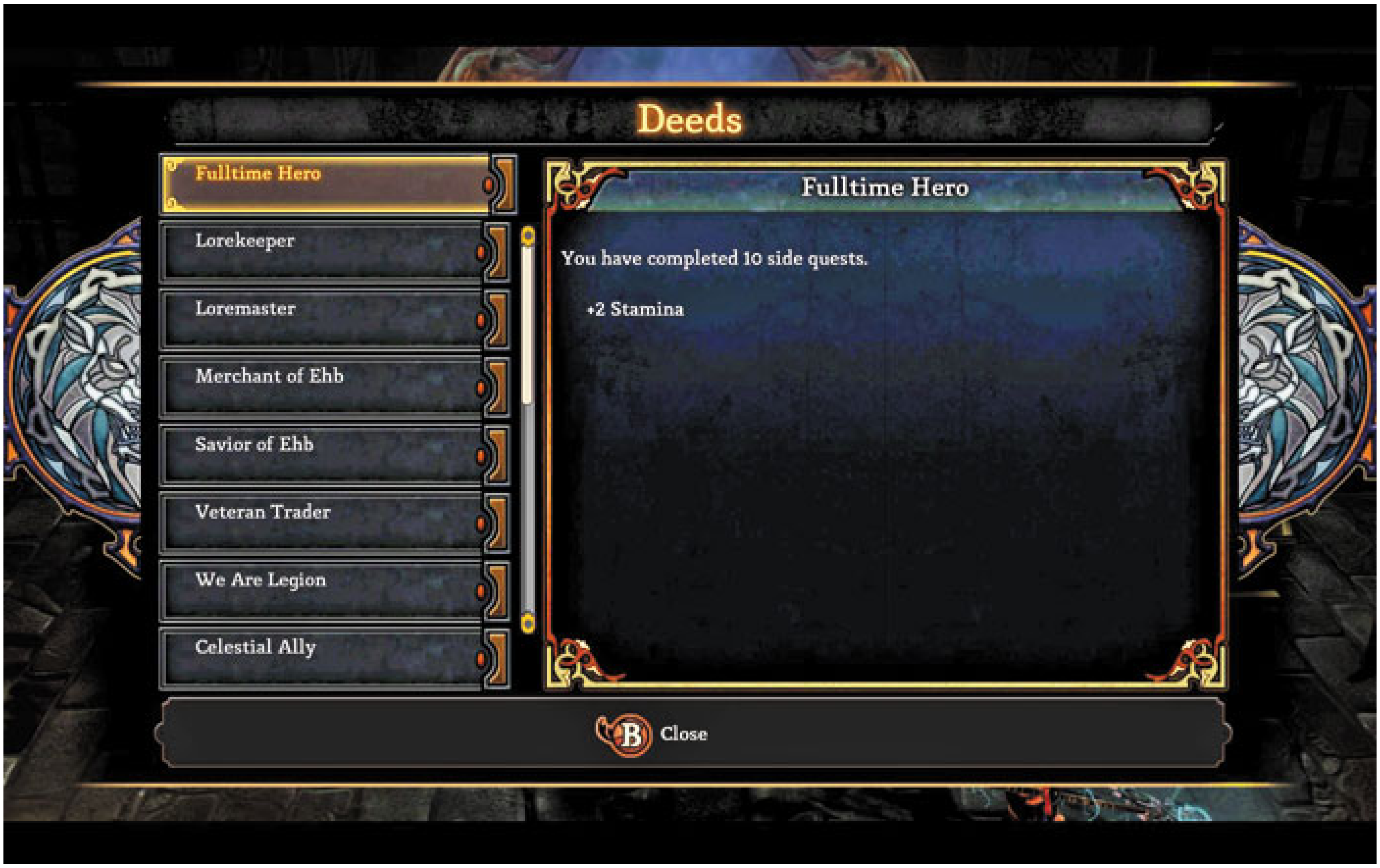


When legionnaires can carry no more, it's time to hightail it back to a merchant and sell off all unwanted goods for top coin. If no merchants are about, consider transmuting less-valuable items into gold so you can make room for fresh loot. Transmuting items is less profitable than selling goods to merchants, but anything's better than nothing. Simply visit the Items menu, accessed through the Party menu, to view your complete list of stored items. Transmute gear that has a white name first—these are the least valuable, so



Deeds

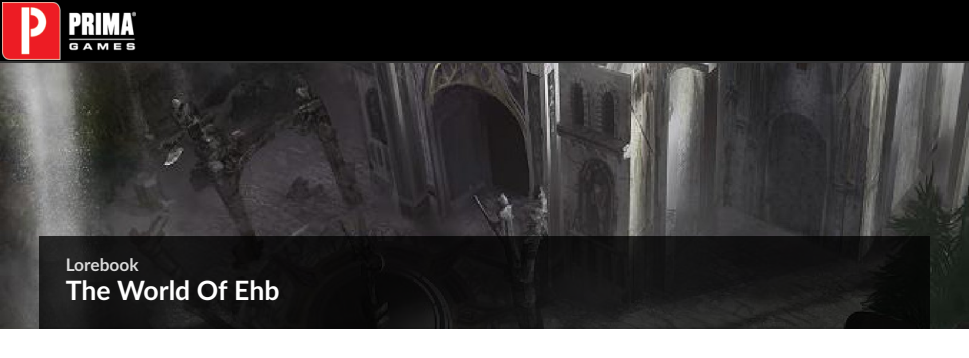
Deed



You have completed 10 side quests.

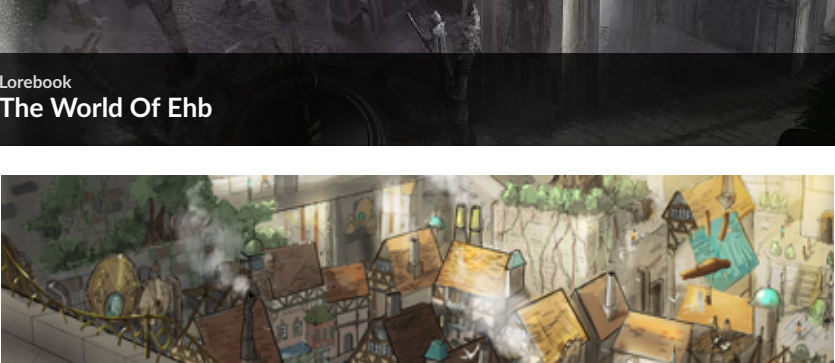
+2 Stamina

Deeds are special stat-boosting accomplishments that are doled out over the course of the adventure. Several Deeds are earned simply by progressing through the game—you typically earn one of two deeds when making critical decisions at various points in the story. Other Deeds are earned by reaching certain progression-based milestones, such as completing a specific number of side quests or locating a certain number of lore entries. Still other Deeds can be acquired by gaining Influence with active party members—see the “Party Influence” section for details. Each Deed grants its own special and permanent bonus to one of your chosen hero’s stats—see the appendix for a complete listing of Deeds, how to earn them, and the benefits they bestow.


PRIMA GAMES

Lorebook

The World Of Ehb



Knowledge is power, legionnaire, and you'll find a wealth of knowledge pertaining to the history of Ehb and its inhabitants here, in the Lorebook. Every scrap of lore you can acquire over the course of the adventure has been painstakingly transcribed here, presented in the order in which they're encountered during the adventure. Now you can peruse Ehb's rich history at your leisure...

Tip

Click on the appendix for a handy lore checklist.

Bounty Notice

Pilgrims' Road

Our employer has put a bounty, in the sum of 500 gold coins, on the heads of all legionnaires—dead or alive. In the former case, only confirmed kills will be paid. Good hunting!

Remnants of a Fallen Empire

Legion Chapterhouse

Many centuries ago, explorers from the Empire of Stars crossed the Aranoi Desert and discovered a fertile country, rich in arable land and mineral resources. The Imperial explorers were soon followed by tradesmen and prospectors, and in time, this new land—called Ehb—became an Imperial colony.

When the Empire of Stars collapsed, Ehb was a refuge for the 10th Legion, the finest and best-trained of the Imperial armies. The noble legionnaires protected Ehb during the War of Legions, when the old Empire tore itself apart. The 10th Legion also defeated the wicked Seck, who briefly occupied Ehb after the war. At the war's end, the commanders of the 10th Legion established the new and independent kingdom of Ehb, which persisted in relative peace and prosperity for over 400 years. Throughout Ehb's history, the 10th Legion provided stability and protection for the kingdom, though they left rulership of the kingdom to an independent monarchy.

Raven's Rill

Legion Chapterhouse

The town of Raven's Rill sits astride the clear mountain stream that shares its name. In ancient times, this was the site of a portage, where travelers would pull their boats from the water and carry them down a short trail, past the waterfall and rapids, before re-entering the Rill. The village was founded here for this reason, and it became a convenient waystation where travelers could rest and resupply before continuing downriver.

Most of the residents are of mixed Virsk and Lescanzi blood, so they tend toward darker hair and complexion. The town is administered by a boyar—an archaic title of nobility. For the past two centuries, this title has been held by the Bassili family, who claim to be descended from famous Imperial explorers, Fedwyrr and Klars. Rumors suggest that the Bassilis are actually descended from a grumpy mule driver who is mentioned in Fedwyrr's journals—a claim that is steadfastly denied by the family.

Lords of the Wild

Legion Chapterhouse

Among the most feared denizens of the Rukkenvahl forest are the dakkenweyr—the Beast Lords. They walk upright, but they hate the races of men, and they have power over all the beasts of the land. These creatures display an alarming intelligence, and they decorate themselves with river mud, clay, and occasionally blood.

Dakkenweyr share features in common with many dangerous beasts, such as bears, wolves, and wolverines, suggesting kinship to all. It is said that dakkenweyr are relics of a vanished age, before any beast had bowed its head to humanity. They dwell in wild, untamed places, far from the centers of human habitation. Hunters and trappers claim to know when they have trespassed into a dakkenweyr's territory by judging the aggressiveness and intelligence of local animals. Large predators that dwell within a dakkenweyr's territory are uncharacteristically hostile toward intruders.

Rukkenvahl Lore: The Mournweald

Legion Chapterhouse

The ancient forest—known as the Mournweald—has always been a strange and unpredictable place. Local people believe that the Mournweald has a consciousness—an awareness of its own. Few have ever entered the forest—barriers of thorns and roots have kept them out.

We have only rumors and half-remembered stories to tell us of the forest's interior, but it seems to be different for every person who ventures inside. Some stories tell of a trackless, primeval wood—a relic from the time of the creator gods, at the dawn of the world.

At the heart of the Mournweald is the great tree where the Legion is said to have made their last stand. It has only been seen by a rare few, who seem to have been "invited" inside. They speak of great rifts in the ground, crossed by bridges—sometimes natural, sometimes manmade—as if the forest is guiding them to its heart. But the path is not always there when they try to retrace their steps, and many who have entered the forest have never come out again...

The Wanderers

Legion Chapterhouse

Of all the desert peoples, the Lescanzi are best known to the kingdom of Ehb. They are a wandering race, driven from their ancestral homeland centuries ago. In the intervening years, they have spread across the Aranoi Desert and its surrounding nations, earning coin as itinerant peddlers, storytellers, and mercenaries.

The Lescanzi are a mongrel people, intentionally mixing their bloodline with as many other tribes and clans as they can. Their women are known to seduce the most attractive and intelligent foreign men, hoping to enrich the bloodline of their people. They also borrow freely from the customs, clothing, and technologies of other cultures. It is believed that Lescanzi blood flows in the veins of most commoners throughout the Rukkenvahl.

Most Lescanzi worship a pair of deities called the Dark Sister and the Faithful Hound. These two entities have many proper names, but the recurring image of a darkly beautiful woman and her devoted mastiff is common across all the clans.

Legion Lore: The Causeways

Legion Chapterhouse

In ancient days, Legion mages built the Causeways to allow quick passage from one part of the kingdom to another. Though all legionnaires are permitted to enter the Causeways, only a few are granted the ability to open and close the gates. Even fewer know how to construct them.

The art of fabricating Causeways is thought to have originated in the Empire of Stars. By the time of the Empire's fall, each of the Imperial Legions had its own complicated network of Causeways, which they used to their advantage during the terrible War of Legions. Entire armies would move from one side of the Empire to another, in the space of a night, and it was impossible to predict where the next battle might occur. This led to absolute chaos, and ultimately to the dissolution of the Empire. The 10th Legion may originally have withdrawn to Ehb because this kingdom was, at the time, a backwater, and no enemy Causeways extended so far from the Imperial heartland.

The Causeways pass through another world—though its name is long forgotten. Nor does anyone remember how that world was first discovered or what relationship it may have to our own.

The Rukkenvahl

Legion Chapterhouse

South of the Green Range lies a thickly forested valley. Royal cartographers refer to this region as the Rukkenvahl, an archaic Virsk word meaning "vale of ravens." Anyone wishing to enter or leave Ehb by land must pass through the Rukkenvahl, but it remains the most sparsely populated part of the kingdom.

The forest is ancient and brooding, and it is still gripped by the ancient forces of nature. Its people are simple, superstitious folk, more willing to trust in pagan magics than the distant promises of the Azunite Church. The Rukkenvahl's name arose from the flocks of ravens that once blackened its skies. The birds are fewer in number now but can still be seen with regularity.

Only one settlement of note can be found here, and that is the village of Raven's Rill. It lies along a clear mountain stream—the only safe source of water in the valley, from which the village took its name.

Birth of the Legion

Legion Chapterhouse

Our Legion was founded in the Empire of Stars, nearly 1,400 years ago, on the far side of the Aranoi Desert. At the time, the Empire was wracked by civil war. The Emperor had been murdered, and the commander of the 3rd Legion had usurped the throne, while the heartland was ravaged by goblins and barbarians.

Three friends were encamped upon the barren Plain of Tears when they shared a vision of a radiant child, with golden hair and piercing eyes. He told them to go forth and gather a company of heroes from all the nations and tribes of the Empire. And they would know the worth of each hero by a simple test. Any man or woman who shared their vision of the Radiant Youth would be admitted to their fellowship, while those who did not see the child would be turned aside.

And when the founders assembled their host, they numbered more than a thousand, and they rode against the usurpers of the 3rd Legion and drove them from the Imperial City. Thus was the 10th Legion born.

Boris's Orders

Pilgrims' Road

Boris,

Take a detachment of soldiers south, and destroy the bridge that leads into the swamp. Our employer believes that a few legionnaires may have survived our attack on the Montbarron Estate, and she wants to be sure that they do not escape the valley.

Lescanzi Orders

Stormsong Cavern

Sister Vera,

Make ready the required incantations and pre-ritual preparations and await my return. Let us hope our catch has information on where others of Legion blood can be found. This promises to be a very profitable campaign. I must discuss important matters with our employer, and I will be visiting the town's graveyard to "restock" our necessary supplies. I will return well before the midnight hour is upon us. Do not disappoint me.

Zaria

The Headmaster's Journal

Gunderic Manor

Lord Stephan has become very secretive of late. He has commissioned me to create an elaborate magic door to guard his study. As my knowledge of magical constructs is without equal, the task was arduous, but not impossible. I must say, I am rather proud of the final result—although I was unable to give the guardian much of a sense of humor, despite my best efforts.

Before I attempt to build any more constructs, I should probably make a better study of human behavior. On that note, perhaps I should get out and talk to someone who isn't a scholar, from time to time. Furthermore, perhaps I should venture into town and talk to a woman...for once. Mother would be so disappointed in me.

Lord Stephan has asked that I change the password on the door, as he will likely forget the arcane words that I chose. The new password will be "Nagog."

—Headmaster Peverell

Lord Gunderic's Journal

Gunderic Manor

With each passing day, the pain of losing my Isabella grows keener. I find myself taking the Causeway to the Raven's Rill cemetery more and more often, just to be close to her. My daughter asks why I am always gone, and my students mutter that I've lost my mind. Perhaps they're right. I've become soft and weak...but no more. Tomorrow, I will return to the mausoleum one last time and seal Isabella's sarcophagus behind a wall of mortar and stone. I intend to break the Causeway connection, as well, so that I might never return to that place. I will let my wife go and be free of this sorrow, at last.

Lord Gunderic's Journal: Entry 24

Gunderic Manor

Tragedy compounds upon tragedy. So soon after losing my beloved Isabella, now I find that my daughter, Alise, has taken ill. As all the old gods are my witnesses, I will not lose her as I lost her mother. I will find a way to save her.

Lord Gunderic's Journal: Entry 40

Gunderic Manor

At long last, hope! In my studies, I have found evidence of an artifact that will save my Alise and keep her at my side. It is called the Heart of Nagog, and according to my texts, it is held by the First People in the Eastern Swamp. I've already begun mustering my forces—within the week, the Heart shall be mine.

Lord Gunderic's Journal: Entry 83

Gunderic Manor

The Heart of Nagog is mine at last. It cost the lives of most of my loyal retainers, but to possess the Heart I would gladly pay any price. Already it begins to reveal its secrets to me. I feel it watching me, studying me, just as I study it. But my mind is the greater and I will have its secrets before it has mine.

A Missive from Hugh Montbarron

Gunderic Manor

My Dear Friend Stephan,

Our scouts have located the half-giant brigand we have been hunting. The brute has hidden himself within the Heroes' Crypt, a blasphemy I cannot bear to dwell upon. Still, with Jeyne Kassynder on the march, we cannot spare the time or the manpower to root him out. Meet me at the Heroes' Crypt at sunset, and we will seal its doors together. After we defeat Jeyne Kassynder, we can deal with this Drakomir at our leisure.

Yours in Brotherhood,

Hugh Montbarron

Gunderic Manor: A History

Gunderic Library of Arcana

In a family marked by tragedy and ill fortune, Geoffrey Gunderic—the 6th of his line—was perhaps the lone exception. He was widely respected by his comrades in the Legion, who appointed him Grand Mage in the year 960. During his tenure, he established a rigorous system of education for mage apprentices and offered his own family's estate as a magical academy for the Legion.

Throughout the following centuries, Gunderic Manor served the Legion as a training ground for apprentice mages. Probably its most famous alumnus was the traitorous Grand Mage, Olvis—rumored to be the illegitimate son of Rossal Gunderic and a Lescanzi witch.

During the Affair of the Goblin Pretender, Olvis's close disciples seized control of Gunderic Manor. The new Grand Mage, Merik, had little choice but to liberate the manor by force. After that, Gunderic Manor acquired a somewhat darker reputation, and most Legion mages chose to study at the Stonebridge Collegium instead.

Coalfire Stones

Gunderic Library of Arcana

Named after their creator, Eva Kollfehr, coalfire stones were once quite common, in the early years of the kingdom. They glowed white-hot, while being moderately warm to the touch. Legion mages crafted these magic stones to power simple mechanical creations and small automatons.

Each coalfire stone was unique to the object it powered, so mages sometimes used them as keys, to guard valuables. For example, if a coalfire stone was used to power a lock mechanism, the mage could remove the stone and be certain that the lock could not be opened until the coalfire stone was put back in its place.

The Life of Merik

The Inner Sanctum

Perhaps the greatest of all the Legion's mages was Merik, who rose to prominence during the Affair of the Goblin Pretender, when the traitorous Grand Mage Olvis led the kingdom to the brink of civil war. It was Merik who defeated the plans of his former master, and as a reward, he was appointed to the position of Grand Mage, in Olvis's place.

Over the next 60 years, Merik served a series of monarchs, while standardizing the study and practice of magic in the Legion. But in the year 1144, Merik fell into a trap, set by a notorious goblin inventor, who stole Merik's staff. This theft led to the release of the wicked Seck from their ancient prison.

Fortunately, Merik was freed from his prison by the future Lady Montbarron, and he assisted her in reclaiming his staff and defeating the Seck. Merik's later years were marred by a bitter disagreement with his only son, the brilliant Gerhart Manx. Sadly, the two never reconciled, and Merik died a well-respected but sorrowful man.

Torn Letter

Gunderic Library of Arcana

Lord Gunderic caught some rather foolhardy thieves in the manor today. I'm still having trouble getting the smell of their scorched flesh off my best set of robes. The unfortunate footpads managed to steal Headmaster Peverell's coalfire stone while he was in town. Apparently he was trying to flirt with a local beauty (unsuccessfully no doubt), named Ludmila, when his pocket was picked. In any event, the would-be thieves sneaked into the manor and got as far as the lecture hall before they were caught.

Lord Gunderic was enraged with Peverell and forbade anyone from removing the bodies—or the coalfire stone. He said it was a perfect deterrent for future stupidity. Seems foolish to me, since the stone opens the gate to the guarded section of the library. But I'm not about to bring that up when Gunderic is in one of his dark moods.

Children of the Swamp

Gunderic Library of Arcana

The Eastern Swamp is inhabited by the First People, who long ago fell into inbred decadence. Their numbers are few, and they live in foul hovels and nests, which usually lie beneath the towering roots of the giant mangrove trees.

First People settlements are marked by grisly cross-poles, from which hang many desiccated heads. Surprisingly, these heads do not belong to victims of the First People—they are actually their own deceased relatives, whose spirits are captured after death and bound inside their heads. Amongst these people, reunion with the River of Souls is seen as a terrible thing—a loss of tribal and clan affiliation and an unwelcome union with hated foreign peoples.

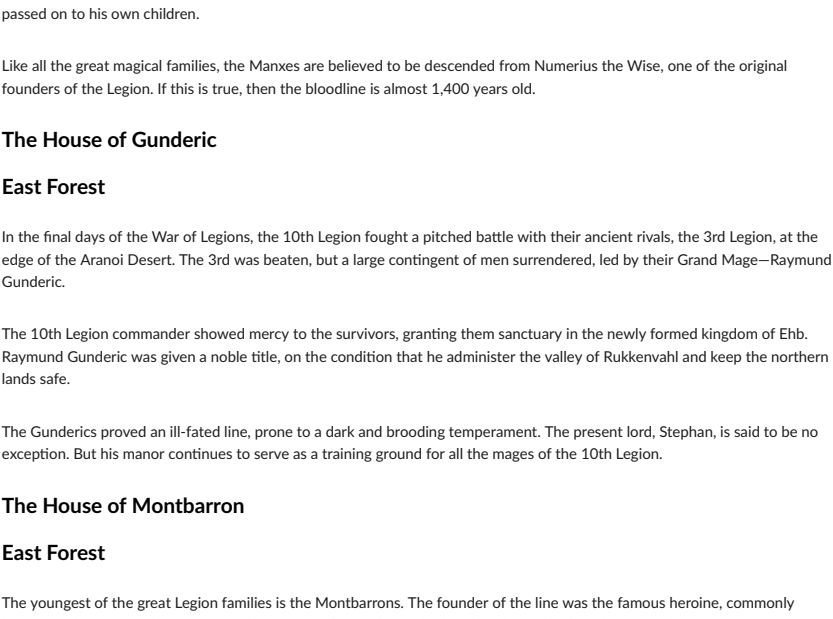
The First People are an ill-favored race, with very pale skin and limp, dark hair. Because their population is so small, and they breed only with one another, they tend to look alike, and outsiders can rarely tell one from another.

Lord Gunderic's Journal: Entry 95

Gunderic Library of Arcana

Lies! Treachery! The Heart of Nagog saved my daughter from death, but not in the way I hoped. Her shade is trapped within this hall now, damned as I have surely damned myself. I will destroy the Heart—it is the only way. Forgive me, Alise.

The River of Souls



Gunderic Library of Arcana

From the teachings of the Azunite Church...

When a mortal body dies, the spirit is compelled to leave this world, returning to the source of all life—the River of Souls. If the mortal led a good life, and his spirit is unencumbered by sorrow or regret, he slips easily from the world and finds his way to the river. There, he rejoins all the spirits that came before, becoming one with his brother- and sister-souls. The experiences of his life enrich the river and all the souls that dwell within.

But if a mortal lived a wicked life, or if he cannot free himself from the cares of his mortal life, then he will not find his way to the river. Instead, he will remain trapped in this world, and his mind will gradually decay into madness. From these unfortunate spirits, foul ghosts and specters arise. To release them from their torment and send them back to the river, they must be confronted and slain.

Scribbled Note

Gunderic Library of Arcana

These worthless books all miss one key point. Once a mage has bound himself to the Heart, it is all but impossible to destroy it, or to allow it to be destroyed. The Heart protects itself. Even now, I feel it in my mind. It is a struggle even to write this—even to imagine the Heart's destruction. Perhaps I...

Artifacts of the Creators: Volume IV

Gunderic Library of Arcana

And so it was that Nagog the Maker fell from the sky and came among the First People, who dwelt in the Eastern Swamp. The First People worshipped Nagog as a god, and he loved them for it, but Nagog was sorely hurt by his fall and in due course died. Before he expired, he gifted the First People with the Heart, an enormous gemstone said to contain great power to heal or harm, said even to be able to return the dead to life. It resides there still, held in the holiest shrine of the First People.

The Heart of Nagog: Pagan Rituals

Gunderic Library of Arcana

By observance of the proper rituals, performed at the auspicious time, a mage may call forth the great powers that lie within the Heart of Nagog and tether it to his own. By this merging of mortal soul and ancient, immortal essence, the mage's power is made vast and unimpeachable. No force in the world of mortals can sever this bond, save by the destruction of the Heart of Nagog itself. He who desires this outcome should beware, for the sundering of the Heart will cause all of its power to flow into the mage, making him like unto a god himself.

The Creator Gods

Gunderic Library of Arcana

Centuries before the birth of the Azunite Church, the ancients told stories of the long-lost gods who created our world. Legends of the so-called creator gods are so old that we have only fragments of the original tale. We are told, for example, that the cosmos is arranged in a series of increasingly spiritual realms, with the material world at the bottom and unknowable divine paradises at the top. The creator gods occupied the lowest of these divine realms, and they shaped our world as they saw fit.

Then, thousands of years ago, the creator gods tumbled from the heavens. None of the stories tell us why. A few may have survived in our world, for a time, but they have long since died, if they ever existed at all. Of their servants, we know little more. The messengers of the gods were called archons—spirits of fire who carried out their gods' will. Some mortals have claimed descent from the archons...but their lines are long dead, and we cannot say if such a thing could be true.

Lord Gunderic's Journal: Final Entry

The Inner Sanctum

I am beset by traitors and fools! The Kassynder woman and her horde of fanatics are marching on the valley, but the Heart tells me what to do. With its power I can protect myself, protect my family. I have called my mages and apprentices together—we will seal the walls, and when the time comes, we will crush our enemies!

The Heroes' Crypt: Part I

The Inner Sanctum

Following the death of Lady Montbarron, commonly known as the Farmer, a glorious tomb was constructed in the Rukkenvahl, overlooking the lowlands to the south. It was commissioned by the Lady Montbarron's son, Wilhelm, and Lord Tescelin Gunderic, representing the two Legion families who dwell in the valley.

At first, the crypt was only intended as a resting place for the Lady Montbarron and her 14 companions—the heroes who had fought and defeated the Seck. But many others had died in that struggle, and their families petitioned the king to move their remains to the new crypt, as well. As time passed, many hundreds of bodies were relocated to the Heroes' Crypt—legionnaires, Azunite priests, and even ordinary citizens who had fought in the brief war with the Seck.

A History of the Seck Resurgence

The Inner Sanctum

In the year 1144, a notorious goblin, known only as the Inventor, attempted to take revenge upon the 10th Legion for their defeat of his people, years before. He set a trap for the Grand Mage, Merik, entombing him in a block of ice and stealing his magical staff.

Unfortunately, the staff had a secret purpose. Its power kept the evil Seck imprisoned in the Chamber of Stars, underneath Castle Ehb. When the staff was taken from the hands of the Grand Mage, the Seck were set loose, and they raised an army of beasts to destroy the Legion and the kingdom of Ehb.

At this critical moment, a heroine arose, from the farmlands of the west. She gathered 14 heroes to her side and led them against the minions of the Seck. In the Chamber of Stars, she confronted the demigod-king of the Seck, and she slew him. For her valor, this simple farm girl was granted a noble title and lands of her choosing. She became the first Lady Montbarron and was inducted into the ranks of the Legion...

Thief's Letter

East Forest

Emaus,

I've heard rumors of a treasure room in the old Legion Chapterhouse. My source tells me that it's hidden behind a large bookcase, on the upper floor. If all the genealogies are returned to the shelves, a secret door will open, and the treasure will be yours. Just don't forget who tipped you off—I expect my share of the loot!

Your old chum,

Andrei

The House of Manx

Shadowrift Cavern

The Manx name was first adopted by the eccentric Gerhart Manx, only son of Grand Mage Merik. Gerhart sought to distance himself from his all-too-famous father, so he moved to the city of Stonebridge, where he spent most of his time in the company of goblins.

This was, at the time, a considerable scandal. Gerhart's father, Merik, had twice been betrayed by goblins, and he hated their kind. He refused to speak to his son, ever again. After being disowned by his father, Gerhart took the name Manx, which he passed on to his own children.

Like all the great magical families, the Manxes are believed to be descended from Numerius the Wise, one of the original founders of the Legion. If this is true, then the bloodline is almost 1,400 years old.

The House of Gunderic

East Forest

In the final days of the War of Legions, the 10th Legion fought a pitched battle with their ancient rivals, the 3rd Legion, at the edge of the Aranoi Desert. The 3rd was beaten, but a large contingent of men surrendered, led by their Grand Mage—Raymund Gunderic.

The 10th Legion commander showed mercy to the survivors, granting them sanctuary in the newly formed kingdom of Ehb. Raymund Gunderic was given a noble title, on the condition that he administer the valley of Rukkenvahl and keep the northern lands safe.

The Gunderics proved an ill-fated line, prone to a dark and brooding temperament. The present lord, Stephan, is said to be no exception. But his manor continues to serve as a training ground for all the mages of the 10th Legion.

The House of Montbarron

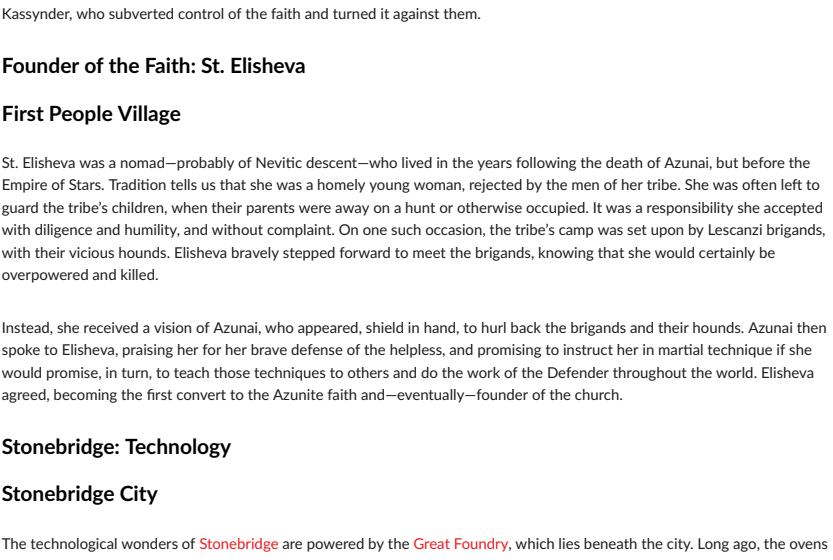
East Forest

The youngest of the great Legion families is the Montbarrons. The founder of the line was the famous heroine, commonly known as the Farmer, who rose from obscurity to defeat the wicked Seck and save the kingdom from disaster.

Following her victory over the Seck, she was granted noble title and lands by King Konreid, becoming the first Lady Montbarron. She was also inducted into the Legion, where she held an honored place until her death, in the year 1192.

Her son, Wilhelm, became a well-respected legionnaire and married a daughter of the Bolingar line. Since then, the Montbarrons have been one of the most influential families in the country.

Wilhelm's grandson, Hugh Montbarron, was elected as Grand Master during the Legion Conclave of 1260.



Arakun Spiders and Their Kin

Town Hall

The kingdom of Ehb is home to a wide variety of monstrous spiders. For this, most scholars blame the evil Seck, who tried to seize control of this land before the founding of our kingdom.

During the Imperial era, the Seck were well-known for breeding giant and intelligent arachnids. The so-called Arakun spiders generated silk that was prized across the Empire, and their eggs were priceless delicacies amongst the aristocracy. Male spiders were often trained and sold as guard animals, fetching a hundred gold coins or more for a single arachnid.

When the Seck came to Ehb, they brought their spiders with them, housing countless thousands in the ancient ruins of Wesrin Cross. The Seck were defeated by the Legion, but some of their Arakun spiders inevitably escaped, and their descendants are still with us. They have interbred with native spiders, creating larger and more intelligent hybrids, while retaining the advantages of both species. Females that are allowed to survive and flourish can grow to monstrous size, especially in remote regions like the Rukkenvahl.

Virsk Folklore: The Dakkenweyr

Town Hall

Uniquely among human cultures, Virsk tradition insists that humanity can trace descent from the beasts of old. "In those days," say the tales, "there were no bears, no wolves, no lions—only a vast family of beasts who could change their forms at will." According to these legends, the creator gods decided to appoint seneschals amongst the beasts to enforce their will. These were the first dakkenweyr.

But the gods soon realized that although the dakkenweyr would listen to their commands, they did not carry them out, allowing the beasts to do whatever they liked. So the gods revoked their favor from the dakkenweyr and created human beings to impose order upon the world. And men dutifully separated the beasts into breeds that were separate and distinct, forbidding them from changing their shapes, and bringing order to the natural world.

The dakkenweyr were cast out, at the command of the gods, and they retreated into the remotest wilderness, where they gazed upon men with hate...

The Heroes' Crypt: Part II

The Heroes' Crypt

Soon after the crypt's construction, it was common for pilgrims to travel the road north, stopping to pay their respects to the heroes of the Resurgence. Often, these pilgrimages would be led by some of the surviving heroes, such as the Azunite sister, Ulora, and the dwarf, Gloern. The Rill Road became known as the Pilgrims' Road, and the large numbers of pilgrims would commonly make accommodations in Raven's Rill, enriching the local villagers.

As time passed and more of the original heroes died, their sarcophagi were added to the Hall of Heroes on the lowest level of the crypt. A special burial hall was carved into the rock, at the far end of the Hall of Heroes, to accommodate the Lady Montbarron herself. The last of the heroes was Gloern the dwarf, who continued leading the yearly pilgrimages until his death, in the year 1220.

Groundskeeper's Journal

The Heroes' Crypt

If you have found this, know that my name is Mihael, a groundskeeper of the Heroes' Crypt. I have been trapped in here with this ravening half-giant for many days. Drakomir is his name, and he came to the crypt to steal the relics that are buried within. He took me as a hostage and commanded me to lead him to the richest treasures.

But in recent days, a change has come over him. Instead of fleeing with his gold, he stays on the lowest level of the crypt. He claims that he no longer wishes to leave—that he must protect the riches from those who would take them away. I can only assume that he is afflicted by the secret magic that guards this place.

Now the doors of the crypt have been sealed. Perhaps the Legion intended to trap the half-giant in here, until their battle with Jeyne Kassynder is won. But I think they will lose their war, and I shall never escape.

I bear no grudge against the Legion—they could not have known that I was still alive. I write this only in the hope that you, the one reading this note, might remember old Mihael, and pray for my soul. May Azunai bless you and keep you.

Old and Faded Parchment

The Heroes' Crypt

To the groundskeepers of the Heroes' Crypt,

I write this letter in the year 1220, knowing that my death is near. Guard the secret I am about to reveal, and pass it along to those who come after you.

Twenty years ago, the last surviving heroes contrived a plan to protect the crypt after we were gone. We had seen what happened to other sacred sites, and we did not want the graves of our comrades to be despoiled as well. It was the archmage, Zed, who first suggested the idea of a spell—a protective enchantment to guard against those with greed in their hearts.

The spell was a masterwork. Any thief who tries to steal the relics of the crypt will be afflicted by a terrible madness. He will become obsessed by a desire to remain in the crypt and protect its riches from others like himself. The thief will become a guardian of all that he wished to steal.

The spell will not affect the Legion or any man or woman of Legion blood. But be warned: If a thief dies here while afflicted with this spell, his spirit will remain in the crypt. And if it is not cast out, it could grow powerful indeed.

Yours in fellowship,

Gloern the dwarf

The Azunite Church

First People Village

During the early years of the Empire of Stars, Azunite faithful began to appear in remote, outlying regions of the Agallan Mountains. For centuries, they were an obscure sect of peaceful warriors, offering shelter and aid to anyone who visited one of their sanctuaries. Later, as the faith grew stronger, a struggle erupted between the traditional beliefs of the Empire and the new, growing faith of Azunai. This struggle eventually led to the War of Legions and the dissolution of the Empire. The Azunite faith was adopted by the strongest Imperial legion—the 10th—and was carried west to the kingdom of Ehb.

The Azunite Church became the dominant faith in Ehb and in other inheritor states of the Empire, preaching a simple doctrine of diligent labor and service to one's neighbors and kin. Traditionally, the church venerated men and women who protected those weaker than themselves, much as the historical Azunai protected humanity against the tyrannical giant, Zaramoth. This doctrine was well-suited to the Legion, and most legionnaires were strong supporters of the church until the rise of Jeyne Kassynder, who subverted control of the faith and turned it against them.

Founder of the Faith: St. Elisheva

First People Village

St. Elisheva was a nomad—probably of Nevitic descent—who lived in the years following the death of Azunai, but before the Empire of Stars. Tradition tells us that she was a homely young woman, rejected by the men of her tribe. She was often left to guard the tribe's children, when their parents were away on a hunt or otherwise occupied. It was a responsibility she accepted with diligence and humility, and without complaint. On one such occasion, the tribe's camp was set upon by Lescanzi brigands, with their vicious hounds. Elisheva bravely stepped forward to meet the brigands, knowing that she would certainly be overpowered and killed.

Instead, she received a vision of Azunai, who appeared, shield in hand, to hurl back the brigands and their hounds. Azunai then spoke to Elisheva, praising her for her brave defense of the helpless, and promising to instruct her in martial technique if she would promise, in turn, to teach those techniques to others and do the work of the Defender throughout the world. Elisheva agreed, becoming the first convert to the Azunite faith and—eventually—founder of the church.

Stonebridge: Technology

Stonebridge City

The technological wonders of Stonebridge are powered by the Great Foundry, which lies beneath the city. Long ago, the ovens and furnaces of the foundry were fed with coal. But now, they are animate and alive, fueled by spirits of elemental fire. Each elemental is bound to a furnace or an oven, providing a source of intense heat. This heat turns water into steam, powering great underground engines and bringing the gears of Stonebridge to life.

Pillars of the Legion: Book 1

The Grand Chapterhouse

The first principle of the Legion is Vigilant Defense.

First and foremost, the 10th Legion is the defender of Ehb and its people. We are the solid, unyielding core that holds the nation together. Legionnaires are not mercenaries—we secure the trust of Ehb's people through selfless and tireless service.

When our enemies marched against Ehb, during the War of Legions, we rode out to meet them, and we kept the people safe. When the Seck rose up and took control of our cities and towns, we vanquished them, and imprisoned the last of their race in the Vault of Eternity. And when our enemies set them free, we fought their armies of beasts, and we slew their demigod-king.

As long as the bloodline of the Legion survives, we will protect our people, and we will trade our blood for theirs, if need be.

Pillars of the Legion: Book 2

The Grand Chapterhouse

The second principle of the Legion is Fair Judgment.

In the days of the old Empire, "justice" was another word for "the whims of the powerful." He who had the most horsemen, or the wisest magicians, or the cleverest assassins determined what was proper and what was just.

But in the kingdom of Ehb, all are equal before the law, and the chapterhouses of the Legion are sacrosanct. No violence is permitted within their walls. Citizens may bring their disputes to the Legion authorities and be confident that our judgments are fair and our leaders are incorruptible. Fugitives may take shelter in our midst, and we will protect them.

Any legionnaire who proves unworthy of the people's trust will be expelled from the Legion—and from Ehb.

Pillars of the Legion: Book 3

The Grand Chapterhouse

The third principle of the Legion is Allegiance to the Crown.

In the days of the old Empire, the 10th Legion was absolutely loyal to the sovereign. Indeed, we were called the Emperor's Legion, and we were the only Legion trusted to bear arms within the limits of the Imperial City.

We carried this tradition to the kingdom of Ehb, which we founded by our own hands. When the nation was first established, the people elected a king, and we pledged our loyalty to him and to his descendants. The day that oath is broken will be the day the Legion falls.

Pillars of the Legion: Book 4

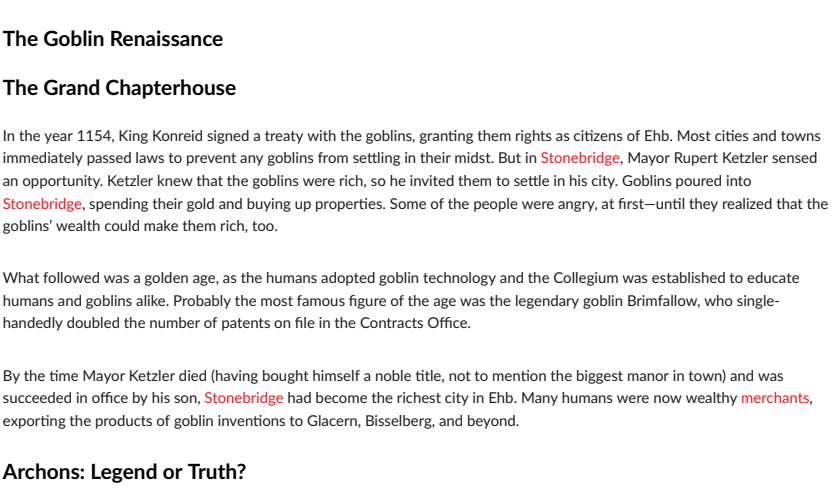
The Grand Chapterhouse

The fourth principle of the Legion is Reconciliation.

Our Legion was founded, centuries ago, to bring peace to a warring and divided Empire. The Imperial throne had been usurped by the commander of the 3rd Legion, the Emperor had been slain, and the heartland was ravaged by a barbarian horde.

But when we emerged victorious, we convinced our allies to pardon our former enemies. We reconciled with the men and women of the 3rd Legion, on the condition that they help us rebuild, and the Empire was made strong, once again.

Throughout our history, we have been peacemakers, and vengeance is not our way. When our enemies are at our mercy, we offer them a chance to relent. If they refuse, our justice is firm but fair.



The Goblin Renaissance

The Grand Chapterhouse

In the year 1154, King Konreid signed a treaty with the goblins, granting them rights as citizens of Ehb. Most cities and towns immediately passed laws to prevent any goblins from settling in their midst. But in Stonebridge, Mayor Rupert Ketzler sensed an opportunity. Ketzler knew that the goblins were rich, so he invited them to settle in his city. Goblins poured into Stonebridge, spending their gold and buying up properties. Some of the people were angry, at first—until they realized that the goblins' wealth could make them rich, too.

What followed was a golden age, as the humans adopted goblin technology and the Collegium was established to educate humans and goblins alike. Probably the most famous figure of the age was the legendary goblin Brimfallow, who single-handedly doubled the number of patents on file in the Contracts Office.

By the time Mayor Ketzler died (having bought himself a noble title, not to mention the biggest manor in town) and was succeeded in office by his son, Stonebridge had become the richest city in Ehb. Many humans were now wealthy merchants, exporting the products of goblin inventions to Glacern, Bisselberg, and beyond.

Archons: Legend or Truth?

The Grand Chapterhouse

According to the oldest stories, archons were spirits of fire, shaped by the creator gods. They served the old gods as messengers and heralds, communing with mortals on the gods' behalf. The tales describe them as female, usually bearing a staff or a spear, with eyes of brilliant flame.

At the dawn of the First Age, the creator gods tumbled from the heavens, but the archons seem to have outlived their masters, if the old accounts can be believed. They were said to wander the divine and mortal realms, seeking their lost gods. Ancient stories describe meetings between archons and humans, in which an archon helps a human right a wrong or passes judgment upon a human for a particularly wicked act. In a few rare stories, an archon falls in love with a human male...but those stories almost never end well.

The Stellar Emperors revered the archons, viewing them as god-ancestors of the Imperial line. Empress Iansha—who united the Ilion tribes and founded the Empire of Stars—was believed to be the offspring of an archon and a tribal chief. All the later emperors claimed descent from her—and thus from an archon, as well.

Glitterdelve Mine

The Grand Chapterhouse

The caverns of Glitterdelve were first described in the journals of the famous Imperial cartographers, Fedwyrr and Klars. After the founding of Ehb, dwarves migrated to this region, and they extended the natural caverns into a vast network of mining tunnels, discovering iron, coal, precious metals, and gems. The wealth of Glitterdelve financed the growth of the early kingdom and transformed the city of Stonebridge, which lay downriver from the mines, into a major trading hub.

In the middle of the 10th century, the miners dug deep enough to unleash explosive vapors, which rapidly accumulated in the tunnels, causing the Great Blast of 943. Hundreds of miners were killed, and most of the existing tunnels and caverns collapsed. (The legend of Goldsniffer Mags—the pack mule who saved the lives of several trapped miners—dates from this event.)

Following the Great Blast, the dwarves were forced to dig all their tunnels anew, and in so doing, they reinvented the art of mining. Dwarven geomancers built a vast magical system—the Stonestream—to regulate the flow of water and air through the mines, preventing the buildup of explosive gas. This system is still in place today.

Crypts of the Sacred Blood

The Grand Chapterhouse

Long ago, the Legion established the Crypts of the Sacred Blood as the most honored burial site in Ehb. Kings and queens were laid to rest alongside Legion heroes and martyrs of the Azunite faith.

Perhaps inevitably, wealthy commoners wanted to be buried in this hallowed ground, as well. They paid for the privilege to establish their own family tombs, connected to the growing underground complex. After the Seck Resurgence, this practice became more and more commonplace, until the crypts had become a vast underground labyrinth, stretching throughout the southern farmlands, and no one knew all its twisting and turnings.

In time, the crypts were extended beneath the town of Stonebridge, stopping only when they finally met the Great Foundry. Wealthy citizens of Stonebridge still entomb their dead in the crypts, expanding the tunnels in new directions when they run out of space. Officially, the crypts are maintained by no one, so all manner of vermin and undesirables can be found within. Many tunnels have collapsed, and some sections are now cut off from the rest.

Peoples of Ehb

The Grand Chapterhouse

Ehb was colonized by settlers from the Empire of Stars, so most of its human citizens are descended from the two ethnic groups that formed the core of the old Empire: the Ilion and the Virsk.

The sovereigns of the Empire were of Ilion descent, as were most of the original founders of the 10th Legion. The oldest and most distinguished Legion families are almost exclusively Ilion. Their traditional culture values both intellectual and martial pursuits, while eschewing most manual labor, except for farming. Old Ilion families have names like Montmercy or Guiscard, and some reference place names, like du Marnay or du Blanc.

The Virsk, on the other hand, are renowned as craftsmen and artisans. Occupations and their secrets tend to be passed from one generation of a family to the next, so that particular lineages are known as supremely talented shipbuilders, sculptors, goldsmiths, and the like. Old Virsk families continue to reside in Stonebridge, and in the southern port of Bisselberg. They have names like Grimmelhaus, Mieterzoon, and Ketzler, and their ancient language can still be heard in archaic words like dakkenweyr ("beast kin") or Rukkenvahl ("vale of ravens").

The Towns of the East

The Grand Chapterhouse

The so-called "bergs" of the coast are a collection of towns that lie south and east of Castle Ehb. Originally settled by Virsk mariners who sailed down Ehb's eastern coast in Imperial days, the bergs are more cosmopolitan than the Rukkenvahl or the farmlands of the west. For centuries, they carried on a brisk monsoon trade with the dryads of Greilyn Isle and the goblins of Gonsûr.

Largest and oldest of the bergs is Bisselberg, formerly the holy seat of the Azunite Church before Jeyne Kassynder built her Spire. Youngest of the towns is Drakkenberg, which sprang up at the edge of the Dragon's Rathe after the death of Old Scorch. Drakkenberg has achieved great wealth by exploiting the previously untouched mineral wealth of the Rathe, and it has a considerable population of goblins.

The bergs provide most of Jeyne Kassynder's manpower, including priests and lay soldiers. These towns are heavily under Azunite sway, and their populations are generally zealous in their faith.

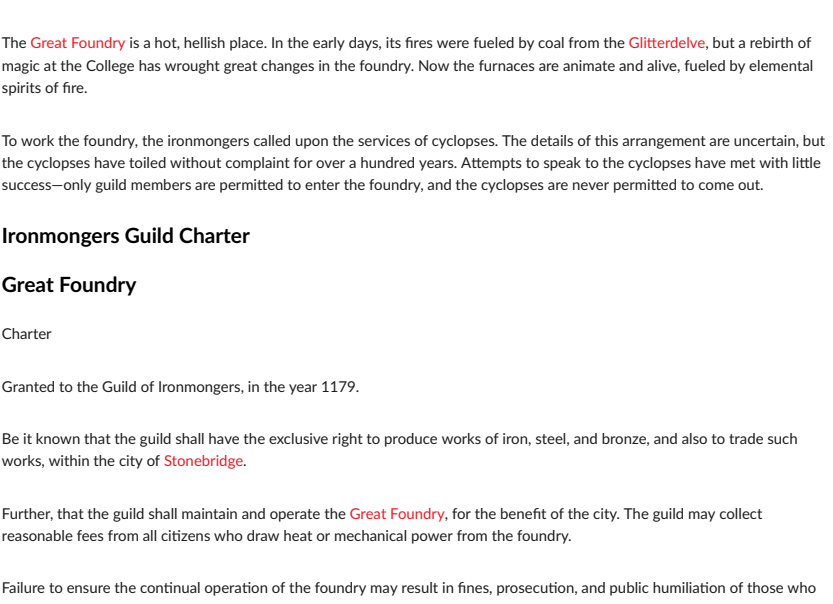
Stonebridge: Government

Meisterhall

Stonebridge is governed by the council of meisters, who are elected from among the leading citizens of the town. Each meister holds a major city office: Mayor, First Constable, Chief Barrister, Master of the College, or Spokesman for the Guilds.

The meisters administer all state functions, though in practice, these are few in number. The Stonebridge government is strictly laissez-faire, preferring to keep taxes low and laws few, while encouraging individual enterprise.

Stonebridge territory includes the town proper and the rich farmlands to the south, which once fed most of western Ehb. The city is a free republic, and it owes no allegiance to any external power. Neither the former monarchy of Ehb nor the Azunite Church has any authority within the bounds of the city.



History of Stonebridge, Volume 1

Meisterhall

Stonebridge: The Early Years

Founded centuries ago by a shrewd Imperial trader, Stonebridge was first settled by craftsmen and merchants of Virsk descent. They gave the town its industrious, mercantile spirit, and their quaint, half-timbered houses are still common throughout Stonebridge. When Ehb became an independent kingdom, Stonebridge was granted a town charter, as well as autonomy from noble rule. The townsfolk were governed by an elected mayor and a council of guildmasters, instead of a noble lord.

Stonebridge suffered terribly during the Seck Resurgence, but the city recovered with remarkable speed. Under the leadership of mayor Rupert Ketzler, Stonebridge became the first city to invite goblins to settle within its limits. The goblins brought considerable wealth and technology, and Stonebridge enjoyed a long period of prosperity, becoming the largest and wealthiest city in Ehb.

The office of Lord Mayor would remain in the Ketzler family for over a century, passed from father to son, through five generations. Despite their unapologetic greed, the Ketzlers presided over a golden age in Stonebridge, popularly known as the Goblin Renaissance.

History of Stonebridge, Volume 2

Meisterhall

The Fall of the Legion in Stonebridge

The last of the Ketzler mayors was Tomas, elected at age 14, after the accidental death of his father. By that time, the office of Lord Mayor had become a hereditary affair. No one questioned the election of a mere lad—and a tiny, girlish one, at that—as long as he was a Ketzler. Besides, he had his mother and his three aunts to look after him. And they were the Tobelmann sisters—the richest and prettiest young women in Stonebridge.

Then the king of Ehb was slain, and suspicious eyes were cast upon the Legion. The Tobelmann sisters looked at the wealthy chapterhouse and saw the riches that could be theirs—so they began to speak openly against the Legion, casting doubt and suspicion in the people's minds. And when Jeyne Kassynder arrived in Stonebridge, the Tobelmann sisters were waiting, with a mob of townsfolk behind them.

The mob surged into the city square and fell upon the legionnaires, while others (including the Tobelmanns) ransacked and looted the chapterhouse. By day's end, all the legionnaires were dead—and the townspeople were faced with the horror they had wrought...

History of Stonebridge, Volume 3

Meisterhall

The Tomcat Rebellion

After the fall of the Legion, a sense of guilt fell over the city. The people were ashamed at what they had done, and they had no more patience for the young mayor, Tomas Ketzler, or for his mother, Elsa Tobelmann, who had helped rouse the city against the Legion.

The people assembled in the city square and voted Tomas Ketzler out of office—the first time a Ketzler had lost the office of mayor in over a hundred years. But Tomas's mother would not give up power so easily. With the right friends, Elsa knew she could take the city back. She sent a letter to the royal princes, knowing that they were planning war against Jeyne Kassynder, and they were desperate for allies. She offered her city's support if the princes would help her retake control of Stonebridge.

But her letter was intercepted, and a copy found its way onto the desk of Rainald Kassel, guildmaster of the ironmongers. (To this day, no one knows who intercepted the letter, or how they did it.) The letter revealed that Elsa Tobelmann planned to stage a coup against the city on the evening of the Midsummer Feast. So the people decided to stage a surprise of their own...

History of Stonebridge, Volume 4

Meisterhall

The Battle of Midsummer's Eve

Elsa Tobelmann's mercenaries came riding into the city square at midnight, on the evening of the Midsummer Feast. Young Tomas Ketzler—the former mayor—rode at their head, bearing the tomcat banner of his forefathers. The rebels assumed that they would find a mass of drunken revelers, too exhausted to put up a fight. Instead, the "drunken revelers" rose to their feet, brandishing swords. And from side streets, phalanxes of goblins appeared, bristling with muskets and enormous firecrackers.

Goblin rockets swooped in all directions, bursting over the heads of the mercenaries, sending them diving for cover. Poor Tomas Ketzler fell off his horse, which spooked and fled, dragging the young man by one foot, shedding bits of armor as he bounced from one cobble to the next. His mercenaries took this as a signal to retreat, and they fled in wild disarray.

The people of Stonebridge broke into a merry pursuit, chasing the rebels halfway to Wesrin Cross before collapsing into exhausted heaps and issuing a series of ragged cheers. Neither Tomas Ketzler nor his mother, Elsa Tobelmann, were ever seen in Stonebridge again.

History of Stonebridge, Volume 5

Meisterhall

The Rise of the Meisters

After the infamous Tomcat Rebellion—so named because the symbol for the Ketzler family had been a bristling tomcat—the people of Stonebridge declared another day of celebration, and joyful drinking and debauchery ensued.

Rainald Kassel, who had coordinated the city's defense, met with the town's guildmasters and merchant lords, and they revised the town's charter to their liking. Henceforward, Stonebridge would be ruled by a council of its most prominent citizens—the meisters of Stonebridge. Most importantly, Stonebridge was declared a free and independent republic. Rainald Kassel became the first mayor of the city, under the new regime.

Since the meisters took power, technology has advanced at a rapid pace, and the city's fortunes have improved. Stonebridge has remained stubbornly neutral in the war between the royal princes and Jeyne Kassynder, forbidding either side to trespass on their territory. Perhaps the only significant trouble has been the rise of an elusive criminal mastermind, the Dapper Old Gent, who has confounded the city authorities for the better part of 30 years.

Stonebridge: The Great Foundry

Great Foundry

Beneath the streets of Stonebridge lies the Great Foundry, a cavernous network of excavated tunnels and galleries. In the year 1175, the guild of ironmongers was granted permission to use the space beneath Stonebridge to build the massive furnaces, smelters, and forges that would power the machines in the city above.

The Great Foundry is a hot, hellish place. In the early days, its fires were fueled by coal from the Glitterdelve, but a rebirth of magic at the College has brought great changes in the foundry. Now the furnaces are animate and alive, fueled by elemental spirits of fire.

To work the foundry, the ironmongers called upon the services of cyclopses. The details of this arrangement are uncertain, but the cyclopses have toiled without complaint for over a hundred years. Attempts to speak to the cyclopses have met with little success—only guild members are permitted to enter the foundry, and the cyclopses are never permitted to come out.

Ironmongers Guild Charter

Great Foundry

Charter

Granted to the Guild of Ironmongers, in the year 1179.

Be it known that the guild shall have the exclusive right to produce works of iron, steel, and bronze, and also to trade such works, within the city of Stonebridge.

Further, that the guild shall maintain and operate the Great Foundry, for the benefit of the city. The guild may collect reasonable fees from all citizens who draw heat or mechanical power from the foundry.

Failure to ensure the continual operation of the foundry may result in fines, prosecution, and public humiliation of those who are deemed responsible.

Cyclops Workers' Demands

Great Foundry

We Demand

At least one day of rest per week.

Shifts lasting no more than 18 hours.

Provision of monocles to those cyclopses whose vision has failed them.

Most of all, we demand fair compensation for our labor! No wages, no work!

The Ketzlers of Stonebridge

The Crypts of the Sacred Blood

For over a century, the city of Stonebridge was dominated by the Ketzler family, whose origins were rather more humble than most people remember. In the old Virsk tongue, "ketzler" means cat-catcher, and the family originally earned their coin by capturing stray animals in the city streets.

But their fortunes changed, thanks to Rusk Ketzler, a local sellsword, drunk, and ne'er-do-well. Rusk numbered among the 14 companions of the Lady Montbarron, who saved the kingdom from the Seck. (Rumors suggest that, in fact, the heroes had found a drunken Rusk Ketzler in an upstairs room of the inn, where he had fallen out of bed, attempted to solicit an ungodly sum of coin for his services, and then vomited explosively at their feet. They tactfully refused his offer, and left him where he lay.)

Rupert Ketzler was rather more clever than his elder brother, and he capitalized shamelessly on Rusk's fame, getting himself elected as mayor by a near-unanimous majority. His descendants held the office for four generations after him, ending with the disastrous reign of the young Tomas Ketzler.

Azunite Dispatch

Frostspire Mountain

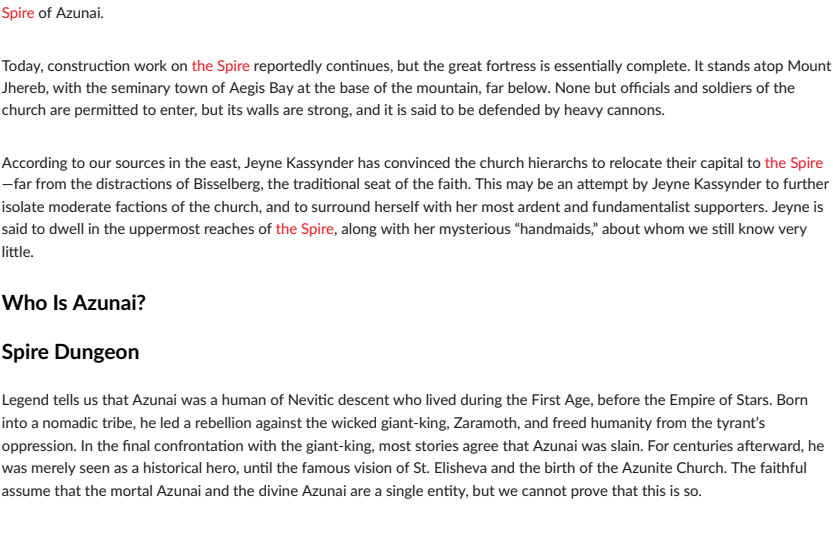
To all officers in the field:

As you know, we have cornered the royalist army in the Glitterdelve Mine. We believe that the pretender, Queen Roslyn, and the rest of her "Tumbledown Court" are also trapped inside. Roslyn must not be allowed to escape—it is imperative that she be captured or slain.

The majority of the royalist forces are old men and teenage boys, with a few surviving veterans scattered among them. You will find that most of their soldiers are ill-trained and poorly equipped. They consist of former courtiers, page boys, and dispossessed nobility, with no experience against well-trained soldiers.

Be advised that certain rumors are circulating amongst our men. Reports suggest that "legionnaires" were sighted in the Eastern Swamp, and further, that they killed some of our people and helped the royalist survivors escape. We do not know whether these reports are accurate, but it is possible that these "legionnaires" may come to the aid of Roslyn and her court. Take no chances, and do not underestimate them.

Issachar, First Exarch and Knight of St. Jeyne



History of Ehb

The Tumbledown Court

This text chronicles important events in Ehb's 450-year history.

845—Kingdom of Ehb is founded by the 10th Legion.

1144—Seck Resurgence. The evil Seck escape their prison in the Chamber of Stars and lay waste to the kingdom. They are defeated by the heroes, who slay their demigod-king.

1145—The leader of the heroes—a simple farm girl—is granted a noble title by King Konreid and becomes the first Lady Montbarron.

1154—King Konreid signs a treaty with the goblins. Mayor Ketzler of Stonebridge invites goblins to settle in his city.

1175—Excavation of Great Foundry begins in Stonebridge. Beginning of "Goblin Renaissance."

1192—Following the death of Lady Montbarron, the Heroes' Crypt is constructed in the Rukkenvahl.

1220—Death of Gloern the dwarf, last hero of the Seck Resurgence.

1264—Death of King Hendrick, under mysterious circumstances. Jeyne Kassynder places blame upon the Legion and begins to rally the people against them.

1265—Fall of the 10th Legion.

1266—War erupts between the royal princes and Jeyne Kassynder. Kingdom of Ehb collapses. Meisters take power in Stonebridge.

1294—Present day.

Spy's Report: Jeyne Kassynder

The Tumbledown Court

Your Majesty,

At your request, our spies continue to hunt for information about Jeyne Kassynder, but we have learned little more than we already knew.

As a child, Jeyne was a ward of the church—a common story for many orphans, and also for bastard children of the noble class. She spent her early years in Bisselberg, at an Azunite school. By all accounts, she excelled in her studies and was believed to be possessed of an otherworldly power—a sign of favor from Azunai, the priests claimed.

Of her handmaids, we also know little, but we did uncover one intriguing fact. We managed to find an elderly woman who once resided in Bisselberg, not far from the school where Jeyne grew up. She claims to have seen several of Jeyne's handmaids on the grounds of the school. This was many years ago, when Jeyne was only a child, but her handmaids looked just as they do now, suggesting that they have not aged at all, in over 40 years. This strengthens my own (controversial) belief that they are archons—though their interest in protecting Jeyne Kassynder is still a mystery to me.

Kings and Queens of Ehb

The Tumbledown Court

Perhaps the best-loved monarch in Ehb's later history was King Konreid, whose reign was interrupted by the Seck Resurgence. Konreid was taken captive by the Seck and imprisoned in Castle Ehb, until he was freed by the heroes. His health declined sharply after the Seck were destroyed, probably due to the torture that he suffered at their hands. But he signed a treaty with the goblins shortly before his death, granting them full rights as citizens and setting the stage for the prosperity of the Goblin Renaissance.

A golden age followed, lasting several generations, until the reign of King Hendrick. Regarded as vigorous and handsome in his early years, Hendrick became increasingly bitter and paranoid with age. He grew particularly suspicious of the Legion, and he began to seize their chapterhouses and estates. Shortly thereafter, King Hendrick was found dead, the Legion was blamed, and the kingdom collapsed into civil war.

Hendrick had two sons. The younger, Nedderic, disappeared on a diplomatic mission to the ice giant king of Utraea. The elder, Roland, was killed in the siege of Glacern. That leaves Roland's daughter, Roslyn, as the sole surviving heir to Ehb's throne...

Spy's Report: The Spire of Azunai

The Tumbledown Court

Some 20 years ago, when Jeyne Kassynder had finally consolidated her power over the Azunite Church, she dispatched a small army of stonemasons to the holy mountain of Jhereb. There, they began construction of a new stronghold and cathedral—the Spire of Azunai.

Today, construction work on the Spire reportedly continues, but the great fortress is essentially complete. It stands atop Mount Jhereb, with the seminary town of Aegis Bay at the base of the mountain, far below. None but officials and soldiers of the church are permitted to enter, but its walls are strong, and it is said to be defended by heavy cannons.

According to our sources in the east, Jeyne Kassynder has convinced the church hierarchs to relocate their capital to the Spire—far from the distractions of Bisselberg, the traditional seat of the faith. This may be an attempt by Jeyne Kassynder to further isolate moderate factions of the church, and to surround herself with her most ardent and fundamentalist supporters. Jeyne is said to dwell in the uppermost reaches of the Spire, along with her mysterious "handmaids," about whom we still know very little.

Who Is Azunai?

Spire Dungeon

Legend tells us that Azunai was a human of Nevitic descent who lived during the First Age, before the Empire of Stars. Born into a nomadic tribe, he led a rebellion against the wicked giant-king, Zaramoth, and freed humanity from the tyrant's oppression. In the final confrontation with the giant-king, most stories agree that Azunai was slain. For centuries afterward, he was merely seen as a historical hero, until the famous vision of St. Elisheva and the birth of the Azunite Church. The faithful assume that the mortal Azunai and the divine Azunai are a single entity, but we cannot prove that this is so.

The apostate-philosopher Hildesmund refers to Azunai as a "sunset-god"—perhaps the last surviving deity, since the fall of the creator gods, and heir to their place in the cosmic order. He also points to the startling similarities between the so-called Radiant Youth—a spirit-guide who has appeared to members of the 10th Legion since its founding—and visions of Azunai, as described by the saints. Hildesmund has even gone so far as to suggest that the two figures are one and the same, though neither church nor Legion authorities have ever supported his claims...

Report from Issachar

Chancel of Azunai

My Lady Kassynder:

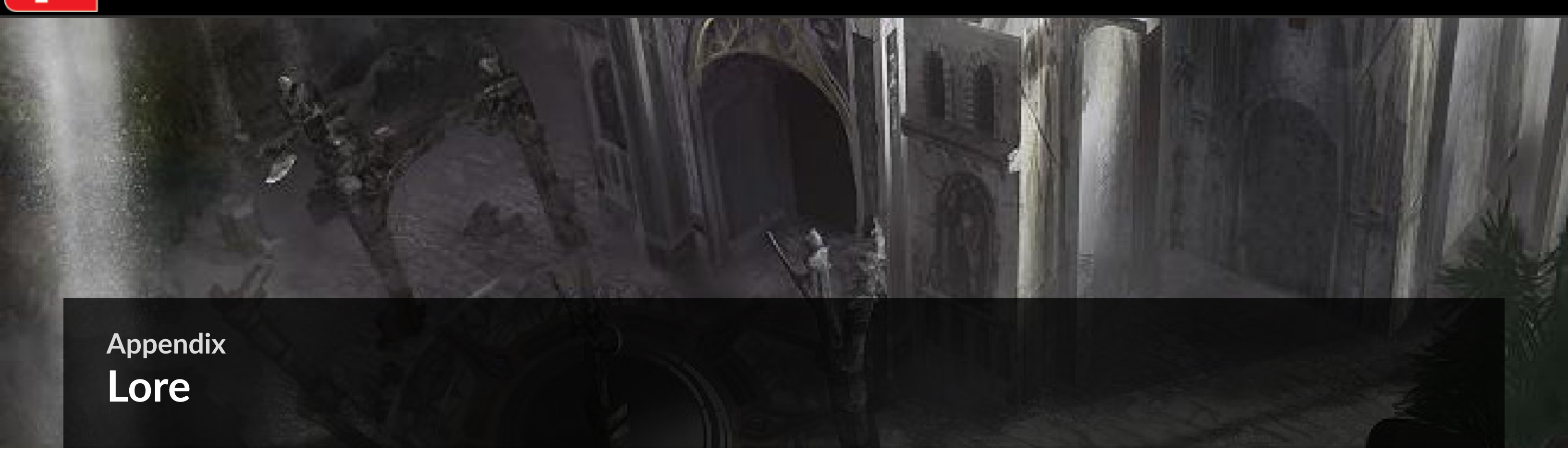
Our losses at Glitterdelve were terrible, as you know. Casualties numbered over 3,000, not counting desertions.

At your request, I have compiled a report of our current strength at the Spire. We have 8,000 regular soldiers under arms, mostly assigned to the seminary-town of Aegis Bay, at the base of the mountain. These men are supported by 2,000 mercenaries—including Lescanzi, goblins, and a few cyclopses.

With the recent rumors of an alliance between the Legion, the royal court, and the city of Stonebridge, I strongly advise that you maintain all these forces at the Spire, while I raise new levies from Drakkenberg and the cities of the coast. I believe that I can assemble at least 10,000 additional soldiers and return to the Spire by the 15th day of Dusken-fall. We can then march against Stonebridge, without fear of leaving the Spire unprotected.

Your servant, as ever,

Issachar, First Exarch and Knight of St. Jeyne



Appendix

Lore

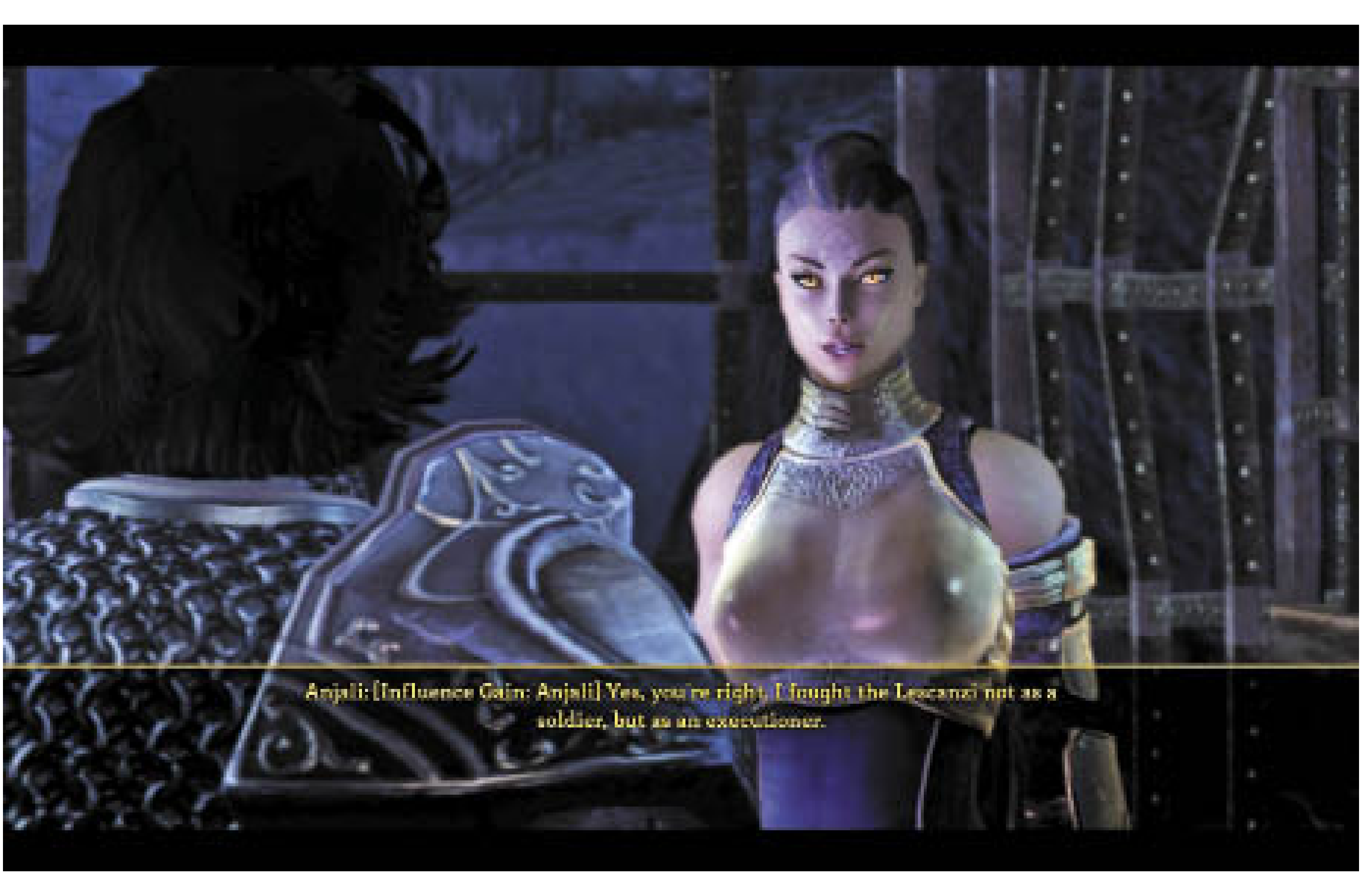
Hail, legionnaire! We've prepared a special resource to aid you in your travels. Here you'll find quick-reference checklists to help you keep track of Dungeon Siege III 's many assorted collectables, including hidden lore entries, unique artifacts, stat-boosting Deeds, and more. If you aren't prepared to learn all of Dungeon Siege III 's best-kept secrets, you'd better stop reading!

Lore

This table reveals the locations of each and every scrap of lore that's scattered throughout Ehb. Collect lore to learn about the history of the land and its inhabitants—you'll also earn special Deeds as you collect more and more lore.

Title	Location	Object
Bounty Notice	Pilgrims' Road	Note pinned to post
Remnants of a Fallen Empire	Legion Chapterhouse	Bookshelf
Raven's Rill	Legion Chapterhouse	Bookshelf
Lords of the Wild	Legion Chapterhouse	Bookshelf
Rukkenvahl Lore: The Mournweald	Legion Chapterhouse	Open book on table
The Wanderers	Legion Chapterhouse	Bookshelf
Legion Lore: The Causeways	Legion Chapterhouse	Table with papers
The Rukkenvahl	Legion Chapterhouse	Bookshelf
Birth of the Legion	Legion Chapterhouse	Bookshelf
Boris's Orders	Pilgrims' Road (Revisited)	Note pinned to post
Lescanzi Orders	Stormsong Cavern	Note on table
The Headmaster's Journal	Gunderic Manor	Open book on table
Lord Gunderic's Journal	Gunderic Manor	Open book on floor
Lord Gunderic's Journal: Entry 24	Gunderic Manor	Open book on table
Lord Gunderic's Journal: Entry 40	Gunderic Manor	Table with papers
Lord Gunderic's Journal: Entry 83	Gunderic Manor	Table with papers
A Missive from Hugh Montbarron	Gunderic Manor	Note on table
Gunderic Manor: A History	Gunderic Manor (Library of Arcana)	Table with papers
Coalfire Stones	Gunderic Manor (Library of Arcana)	Bookshelf
The Life of Merik	Gunderic Manor (Library of Arcana)	Bookshelf
Torn Letter	Gunderic Manor (Library of Arcana)	Table with papers
Children of the Swamp	Gunderic Manor (Library of Arcana)	Bookshelf
Lord Gunderic's Journal: Entry 95	Gunderic Manor (Library of Arcana)	Table with papers
The River of Souls	Gunderic Manor (Library of Arcana)	Bookshelf
Scribbled Note	Gunderic Manor (Library of Arcana)	Note on table
Artifacts of the Creators: Volume IV	Gunderic Manor (Library of Arcana)	Open book on floor
The Heart of Nagog: Pagan Rituals	Gunderic Manor (Library of Arcana)	Open book on floor
The Creator Gods	Gunderic Manor (The Inner Sanctum)	Bookshelf
Lord Gunderic's Journal: Final Entry	Gunderic Manor (The Inner Sanctum)	Table with papers
The Heroes' Crypt: Part I	Gunderic Manor (The Inner Sanctum)	Bookshelf
A History of the Seck Resurgence	Gunderic Manor (The Inner Sanctum)	Bookshelf
Thief's Letter	East Forest	Corpse on ground
The House of Manx	East Forest (Snowdrift Cavern)	Corpse on ground
The House of Gunderic	East Forest	Corpse on ground
The House of Montbarron	East Forest	Corpse on ground
Arakun Spiders and Their Kin	Upper Raven's Rill (Town Hall)	Table with papers
Virsk Folklore: The Dakkenweyr	Upper Raven's Rill (Town Hall)	Open book in jail cell
The Heroes' Crypt: Part II	The Heroes' Crypt	Open book on table
Groundskeeper's Journal	The Heroes' Crypt	Note on ground
Old and Faded Parchment	The Heroes' Crypt	Note on table
The Azunite Church	First People Village	Open book on ground near hut (after beating Maru-yatum)
Founder of the Faith: St. Elisheva	First People Village	Note on ground in hut (after beating Maru-yatum)
Stonebridge: Technology	Stonebridge City	Placard of large mechanism in town square
Pillars of the Legion: Book 1	Stonebridge (Grand Chapterhouse)	Open book on pedestal
Pillars of the Legion: Book 2	Stonebridge (Grand Chapterhouse)	Open book on pedestal
Pillars of the Legion: Book 3	Stonebridge (Grand Chapterhouse)	Open book on pedestal
Pillars of the Legion: Book 4	Stonebridge (Grand Chapterhouse)	Open book on pedestal
The Goblin Renaissance	Stonebridge (Grand Chapterhouse)	Open book on ground
Archons: Legend or Truth?	Stonebridge (Grand Chapterhouse)	Bookshelf
Glitterdelve Mine	Stonebridge (Grand Chapterhouse)	Bookshelf (near Causeway gate)
Crypts of the Sacred Blood	Stonebridge (Grand Chapterhouse)	Bookshelf (near Causeway gate)
Peoples of Ehb	Stonebridge (Grand Chapterhouse)	Bookshelf (near Causeway gate)
The Towns of the East	Stonebridge (Grand Chapterhouse)	Bookshelf (near Causeway gate)
Stonebridge: Government	Stonebridge (Meisterhall)	Open book on table
History of Stonebridge, Volume 1	Stonebridge (Meisterhall)	Bookshelf
History of Stonebridge, Volume 2	Stonebridge (Meisterhall)	Bookshelf
History of Stonebridge, Volume 3	Stonebridge (Meisterhall)	Bookshelf
History of Stonebridge, Volume 4	Stonebridge (Meisterhall)	Bookshelf
History of Stonebridge, Volume 5	Stonebridge (Meisterhall)	Bookshelf
Stonebridge: The Great Foundry	Stonebridge (Great Foundry)	Open book on table (near entrance)
Ironmongers Guild Charter	Stonebridge (Great Foundry)	Note on table (near entrance)
Cyclops Workers' Demands	Stonebridge (Great Foundry)	Note on ground (near entrance)
The Ketzlers of Stonebridge	Stonebridge (Crypts of the Sacred Blood)	Table with papers
Azunite Dispatch	Glitterdelve (Frostspire Mountain)	Note pinned to wall (in overtaken royalist encampment)
History of Ehb	Glitterdelve (The Tumbledown Court)	Open book on table
Spy's Report: Jeyne Kassynder	Glitterdelve (The Tumbledown Court)	Note on table
Kings and Queens of Ehb	Glitterdelve (The Tumbledown Court)	Open book on table
Spy's Report: The Spire of Azunai	Glitterdelve (The Tumbledown Court)	Note on table
Who is Azunai?	The Spire (Spire Dungeon)	Open book on table (break wall to access sealed west cell)
Report from Issachar	The Spire (Chancel of Azunai)	Note on ground

Influence Opportunities


Anjali: [Influence Gain: Anjali] Yes, you're right. I fought the Lescanzi not as a soldier, but as an executioner.

You've many chances to gain Influence with your fellow legionnaires as you travel the land of Ehb. This table reveals every Influence opportunity, along with the exact phrases you must utter during dialogues to gain Influence with your companions. Earning Influence with party members unlocks special Deeds that grant your chosen hero permanent statistical bonuses (see the "Deeds" section for details). Note that Influence can only be gained with active companions.

Type	Location	Subject	Companion	Notes
Dialogue	Stormsong Cavern	Lucas	N/A	After freeing Lucas, tell him: "The Legion protects." (Influence will be gained with Lucas.)
Dialogue	Stormsong Cavern	Anjali	N/A	After freeing Anjali, tell her: "You wanted justice." (Influence will be gained with Anjali.)
Dialogue	Legion Chapterhouse	Odo and Marten Guiscard	Lucas	Tell Odo: "I'm skeptical."
Dialogue	Legion Chapterhouse	Odo and Marten Guiscard	Anjali	Tell Odo: "I believe you."
Milestone	Upper Raven's Rill (Town Hall)	Rajani	Any	Automatically gained when you defeat Rajani.
Dialogue	Upper Raven's Rill (Town Hall)	Rajani	Anjali	Tell Rajani: "Anjali is a legionnaire." Or tell Rajani: "We're asking the questions."
Dialogue	Upper Raven's Rill (Town Hall)	Rajani	Lucas	When choosing Rajani's fate, decide: "Let her carry a warning." Or decide: "Set her free."
Dialogue	Legion Chapterhouse	Odo and Marten Guiscard	Lucas	Tell Odo: "You're wrong."
Dialogue	Legion Chapterhouse	Odo and Marten Guiscard	Anjali	Tell Odo: "I agree."
Dialogue	Legion Chapterhouse	Odo and Marten Guiscard	Lucas	After telling Odo "You're wrong," tell Odo: "We need more legionnaires."
Dialogue	Legion Chapterhouse	Odo and Marten Guiscard	Anjali	After telling Odo: "I agree," tell Odo: "Let's go after Jeyne."
Dialogue	Pilgrims' Road	Katarina	N/A	Tell the party member: "To make the clan stronger." (Influence will be gained with Katarina.)
Dialogue	Swamp Battlefield	Lord Devonsey	Lucas	Tell Devonsey: "We're with the Legion."
Dialogue	Swamp Battlefield	Lord Devonsey	Katarina	Tell Devonsey: "[Lie] We're just travelers."
Dialogue	Swamp Battlefield	Lord Devonsey	Lucas	Tell Devonsey: "Maybe we can negotiate."
Dialogue	Swamp Battlefield	Lord Devonsey	Anjali	Tell Devonsey: "Let's attack the village."
Dialogue	Swamp Battlefield	Lord Devonsey	Lucas	After rescuing Phineas, tell Devonsey: "It's all right."
Dialogue	Swamp Battlefield	Lord Devonsey	Anjali	After rescuing Phineas, tell Devonsey: "He's naïve."
Milestone	Road to Stonebridge	Current companion	Any	Automatically gained when you reach the Road to Stonebridge.
Dialogue	Stonebridge City	Ursula	Anjali	Tell Ursula: "I'll deal with them."
Dialogue	Stonebridge City	Ursula	Katarina	Ask Ursula: "What's the reward?"
Milestone	Stonebridge (Grand Chapterhouse)	Current companion	Any	Automatically gained when you access the Causeway gate.
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Lucas	Tell Odo: "We should recruit him."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Anjali	Tell Odo: "He abandoned us."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Anjali or Reinhart	Tell Odo: "The Queen's more important."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Katarina	Tell Odo: "The Meisters are stronger."
Dialogue	Stonebridge (Meisterhall)	The Meisters of Stonebridge	Lucas	Tell the Meisters: "We'll reunite the country."
Dialogue	Stonebridge (Meisterhall)	The Meisters of Stonebridge	Anjali	Tell the Meisters: "You owe the Legion."
Dialogue	Stonebridge (Meisterhall)	The Meisters of Stonebridge	Anjali	Tell the Meisters: "We only want justice."
Dialogue	Stonebridge (Meisterhall)	The Meisters of Stonebridge	Reinhart	Tell the Meisters: "The past is forgiven." (Multiplayer only.)
Dialogue	Stonebridge (Meisterhall)	The Meisters of Stonebridge	Katarina	Tell the Meisters: "You need allies."
Dialogue	Stonebridge (Meisterhall)	Meister Rorik Kassel	Reinhart	Tell Rorik: "You're arrogant."
Dialogue	Stonebridge (Meisterhall)	Meister Rorik Kassel	Katarina	Tell Rorik: "Impressive."
Dialogue	Party Member 4	Party Member 4	Any	Tell the party member: "That's very generous."
Dialogue	Stonebridge (Grand Chapterhouse)	Hans and Baron Barrenbaron	Lucas	Tell the men: "The Baron is right."
Dialogue	Stonebridge (Grand Chapterhouse)	Hans and Baron Barrenbaron	Reinhart	Tell the men: "Hans is right."
Dialogue	Stonebridge (Grand Chapterhouse)	Hans and Baron Barrenbaron	Katarina	Tell the men: "Divide the property."
Milestone	Stonebridge (Great Foundry)	Ergometheus	Any	Automatically gained after you defeat Ergometheus.
Dialogue	Stonebridge (Great Foundry)	Ergometheus	Anjali	Tell Ergometheus: "We're defending the ironmongers."
Dialogue	Stonebridge (Great Foundry)	Ergometheus	Reinhart	Tell Ergometheus: "We had no choice."
Dialogue	Stonebridge (Great Foundry)	Meisters Fiddlewick and Rorik Kassel	Lucas	When deciding the cyclopses' fate, tell Rorik: "The cyclopses get nothing."
Dialogue	Stonebridge (Great Foundry)	Meisters Fiddlewick and Rorik Kassel	Reinhart	When deciding the cyclopses' fate, tell Rorik: "The cyclopses deserve rights."
Dialogue	Stonebridge (Great Foundry)	Olbert Lutz	Reinhart	Complete Olbert's "Hostage Situation" side quest, then tell Olbert: "I can't accept," when he offers you a reward.
Dialogue	Stonebridge (Great Foundry)	Olbert Lutz	Katarina	Complete Olbert's "Hostage Situation" side quest, then tell Olbert: "Thank you," when he offers you a reward.
Dialogue	Stonebridge (Crypts of the Sacred Blood)	Ehregott	Lucas	When playing as Reinhart, tell Ehregott: "They were stolen."
Milestone	Stonebridge (Crypts of the Sacred Blood)	Ehregott	Any	Automatically gained after you defeat Ehregott.
Dialogue	Stonebridge (Meisterhall)	The Dapper Old Gent and the Meisters	Lucas	After defeating the Gent, tell him: "You saw this yourself?"
Dialogue	Stonebridge (Meisterhall)	The Dapper Old Gent and the Meisters	Reinhart	After defeating the Gent, tell him: "Not all of them are guilty."
Dialogue	Stonebridge (Meisterhall)	The Dapper Old Gent and the Meisters	Katarina	After defeating the Gent, tell him: "This changes things."
Dialogue	Stonebridge (Meisterhall)	The Dapper Old Gent and the Meisters	Lucas or Anjali	After defeating the Gent, tell the Meisters: "Wulf, arrest him."
Dialogue	Stonebridge (Meisterhall)	The Dapper Old Gent and the Meisters	Reinhart or Katarina	After defeating the Gent, tell the Meisters: "He stays with the Legion." This is worth double the normal Influence gain.
Dialogue	Stonebridge (Meisterhall)	The Meisters of Stonebridge	Lucas	Just before the vote, tell the Meisters: "My actions are enough."
Dialogue	Stonebridge (Meisterhall)	The Meisters of Stonebridge	Anjali	Just before the vote, tell the Meisters: "Don't make a mistake."
Dialogue	Stonebridge (Meisterhall)	The Meisters of Stonebridge	Reinhart	Just before the vote, tell the Meisters: "I'll respect your decision."
Milestone	Stonebridge (Meisterhall)	Current companion	Any	Automatically gained after winning the Meisters' support.
Dialogue	Stonebridge City	Rudolf Maxwell	Lucas	During Meister Mudgutter's "Uncovering the Past" side quest, tell Rudolf: "You owe us nothing."
Dialogue	Stonebridge City	Rudolf Maxwell	Katarina	During Meister Mudgutter's "Uncovering the Past" side quest, tell Rudolf: "Whatever you can offer."
Dialogue	Stonebridge City	Frederick Pratz	Anjali	During Meister Mudgutter's "Uncovering the Past" side quest, tell Frederick: "You're going to jail."
Dialogue	Stonebridge City	Frederick Pratz	Reinhart	During Meister Mudgutter's "Uncovering the Past" side quest, tell Frederick: "An apology will suffice."
Dialogue	Stonebridge City	Frederick Pratz	Katarina	During Meister Mudgutter's "Uncovering the Past" side quest, tell Frederick: "You owe us."
Dialogue	Stonebridge City (Lower Ward)	Wenzel	Anjali	During Meister Mudgutter's "Uncovering the Past" side quest, tell Wenzel: "You're going to trial."
Dialogue	Stonebridge City (Lower Ward)	Wenzel	Reinhart	During Meister Mudgutter's "Uncovering the Past" side quest, tell Wenzel: "No need to press charges."
Dialogue	Stonebridge City (Lower Ward)	Werner Schnaus	Lucas	Complete the "Stolen Shipments" side quest while exploring the Crypts of the Sacred Blood in Stonebridge, then tell Werner: "My pleasure."
Dialogue	Stonebridge City (Lower Ward)	Werner Schnaus	Katarina	Complete the "Stolen Shipments" side quest while exploring the Crypts of the Sacred Blood in Stonebridge, then tell Werner: "Thank us with coins."
Dialogue	Glitterdelve (Frostspire Mountain)	Ibsen	Lucas or Reinhart	Tell Ibsen: "I'd rather not."
Dialogue	Glitterdelve (Frostspire Mountain)	Ibsen	Anjali or Katarina	Tell Ibsen: "If I must."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Lucas or Anjali	Tell the queen: "I'm not sure."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Reinhart	Ask the queen: "Why didn't I see you?"
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Katarina	Tell the queen: "It's true."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Lucas	Tell Devonsey: "That's a lie."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Reinhart	Tell Devonsey: "Not this again."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Katarina	Tell Devonsey: "You need our help."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Lucas	After collapsing both mining tunnels, tell the queen: "Not very honorable."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Anjali	After collapsing both mining tunnels, tell the queen: "It'll save lives."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Katarina	After collapsing both mining tunnels, tell the queen: "It's a risk."
Dialogue	Glitterdelve (The Deep Well)	Jeyne Kassynder	Lucas or Reinhart	Tell Jeyne: "I believe you."
Dialogue	Glitterdelve (The Deep Well)	Jeyne Kassynder	Anjali or Katarina	Tell Jeyne: "You're lying."
Milestone	Glitterdelve (The Deep Well)	Warbeast	Any	Automatically gained after defeating the Warbeast. This is worth double the normal Influence gain.
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Lucas	After defeating the Warbeast, tell Devonsey: "Tell me the truth."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Anjali	After defeating the Warbeast, tell Devonsey: "I don't believe her."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Reinhart	After defeating the Warbeast, tell Devonsey: "It doesn't matter."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Lucas or Anjali	After defeating the Warbeast, tell the queen: "No, I won't."
Dialogue	Glitterdelve (The Tumbledown Court)	Queen Roslyn and Lord Devonsey	Reinhart or Katarina	After defeating the Warbeast, tell the queen: "Yes, I'll try."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Lucas	After returning from Glitterdelve, tell Odo: "Time will tell."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Anjali	After returning from Glitterdelve, tell Odo: "No, she's weak."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Reinhart	After returning from Glitterdelve, tell Odo: "Yes, she is."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Anjali	After returning from Glitterdelve, tell Odo: "We'll need an army."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Reinhart	After returning from Glitterdelve, tell Odo: "Let's negotiate."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Katarina	After returning from Glitterdelve, tell Odo: "Use the Causeways."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Lucas or Reinhart	After returning from Glitterdelve, decide: "Marten is right."
Dialogue	Stonebridge (Grand Chapterhouse)	Odo and Marten Guiscard	Anjali or Katarina	After returning from Glitterdelve, decide: "Odo is right."
Dialogue	The Spire (Spire Bailey)	Saraya and Rajani (Rajani alive)	Reinhart	Ask Saraya: "What do you want?"
Dialogue	The Spire (Spire Bailey)	Saraya and Rajani (Rajani alive)	Katarina	Tell Saraya: "Get out of the way."
Dialogue	The Spire (Spire Bailey)	Saraya and Rajani (Rajani alive)	Lucas or Anjali	Tell Saraya: "I won't spare Jeyne."
Dialogue	The Spire (Spire Bailey)	Saraya and Rajani (Rajani alive)	Reinhart	Tell Saraya: "Agreed - no killing."
Dialogue	The Spire (Spire Bailey)	Saraya (Rajani dead)	Lucas	Tell Saraya: "???"
Dialogue	The Spire (Spire Bailey)	Saraya (Rajani dead)	Anjali	Tell Saraya: "You're lying."
Dialogue	The Spire (Spire Bailey)	Saraya (Rajani dead)	Reinhart	Tell Saraya: "I don't want to fight."
Dialogue	The Spire (Spire Dungeon)	Fitch	Anjali	After obtaining the cell keys, tell Fitch: "I've changed my mind."
Dialogue	The Spire (Spire Dungeon)	Fitch	Reinhart	After obtaining the cell keys, tell Fitch: "Yes."
Dialogue	The Spire (Chancel of Azunai)	Jeyne Kassynder	Anjali	Tell Jeyne: "We have unfinished business."
Dialogue	The Spire (Chancel of Azunai)	Jeyne Kassynder	Reinhart	Tell Jeyne: "Surrender yourself."
Dialogue	The Spire (Chancel of Azunai)	Jeyne Kassynder	Katarina	Tell Jeyne: "I could say the same about you."
Dialogue	The Spire (Spire Dungeon)	Marten Guiscard	Lucas	Before entering the Spire's Causeway gate, tell Marten: "I understand."
Dialogue	The Spire (Spire Dungeon)	Marten Guiscard	Anjali	Before entering the Spire's Causeway gate, tell Marten: "Don't follow me."
Milestone	Legion Chapterhouse (Revisited)	Basement door	Any	Automatically gained upon opening the door to the East Forest.
Dialogue	The East Forest (Revisited)	The Radiant Youth	Lucas	Tell the Youth: "We have no choice."
Dialogue	The East Forest (Revisited)	The Radiant Youth	Anjali	Tell the Youth: "Looking forward to it."
Dialogue	The East Forest (Revisited)	The Radiant Youth	Katarina	Ask the Youth: "Any helpful advice?"

Appendix

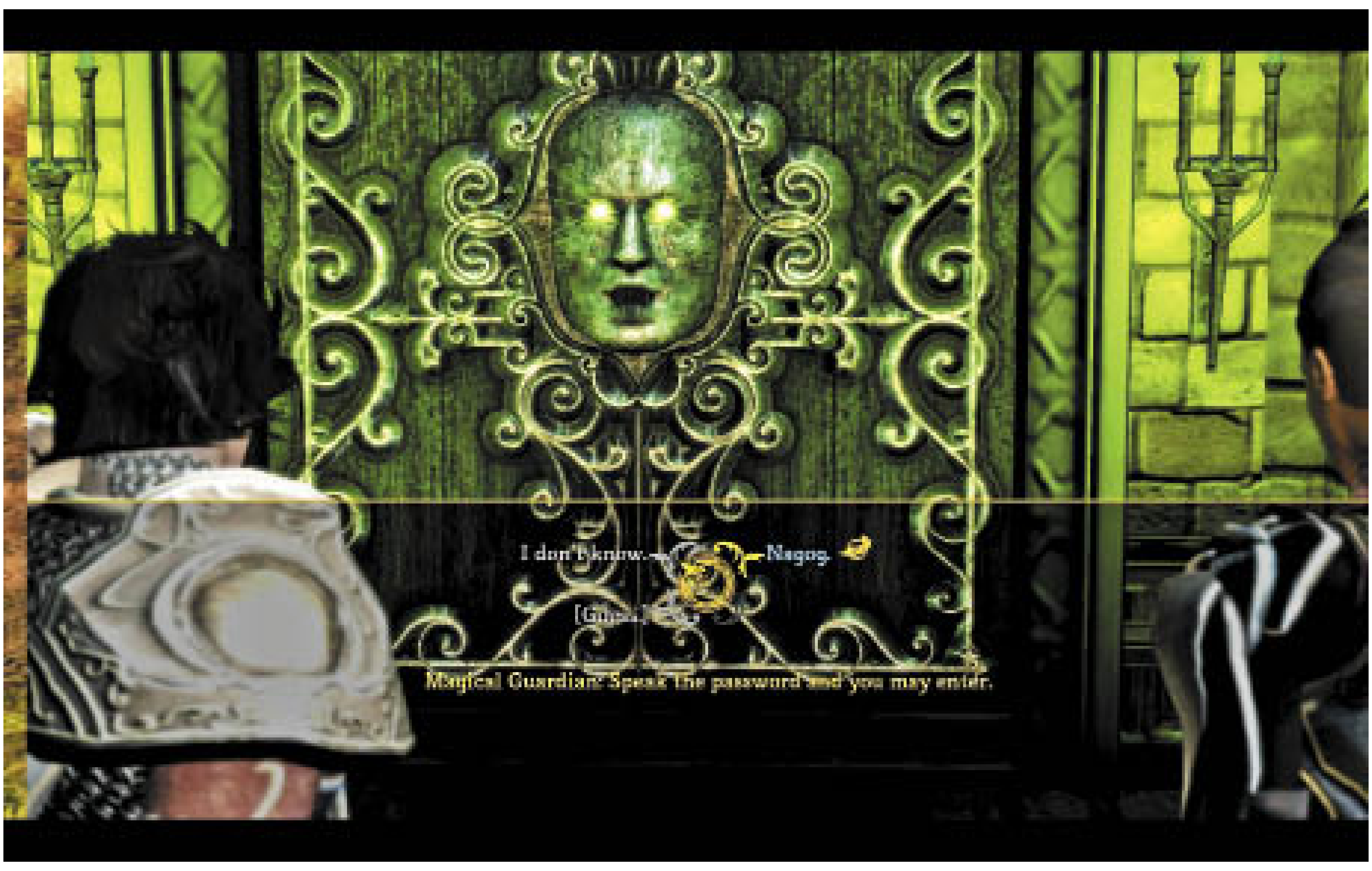
Artifacts

Artifacts

Most treasure is generated at random in Dungeon Siege III , but an assortment of special, non-random gear is known to exist in Ehb. These unique artifacts are obtained in various ways—some are sold by merchants, others can be discovered through careful exploration. Some artifacts are dropped by certain enemies, while others are acquired by completing special quests. Seek out each of these unique pieces—they're all of great value.

Name	Location	Character	Description	Notes
Lescanzi Luck Fetish	Lower Raven's Rill	Any	Amulet with high Stagger (50) and Warding (50)	Sold at Petru's shop.
Fallen Champion's Mail	Gunderic Manor	Lucas	Cuirass with Armor (35), Block (30), and Stamina (35)	Dropped by Lord Gunderic when you defeat him.
Lescanzi Witchblade	Gunderic Manor	Lucas	Longsword with Withering (40%), Attack (30%), and Will (30%)	Reward from Leona after clearing the manor (Lucas only).
Bracers of the Fallen Archon	Gunderic Manor	Anjali	Bracer with high Armor (40) and Vampire (60)	Reward from Leona after clearing the manor (Anjali only).
Heart of Darkness	Gunderic Manor	Reinhart	Cynosure with Attack (30), Vampire (35), and Withering (35)	Reward from Leona after clearing the manor (Reinhart only).
Hairpin of the Aranoi	Gunderic Manor	Katarina	Clasp with Armor (20%), Agility (45%), and Will (35%)	Reward from Leona after clearing the manor (Katarina only).
Superconductive Coil	Legion Chapterhouse	Reinhart	Belt with Attack (30) and Lightning (70)	Sold by Armand du Blanc.
Constable's Handcannon	East Forest (Shadowdrift Cavern)	Katarina	Pistol with 35 Attack (100%)	Given by Niku after saving him from Palefang during Tatyana's "Hiding Out" side quest.
Raven Ring	Legion Chapterhouse	Any	Ring with Agility (50%) and Doom (50%)	Discovered upon completion of the "A Loss for Words" side quest.
Ancient Legionnaire's Shield	The Mournweald	Lucas	Shield with 22 Armor (50%) and 23 Block (50%)	Found near the Raventree in the Mournweald. (Must collect before obtaining Montbarron's signet ring.)
Corset of the Royal Consort	Gunderic Mausoleum	Katarina	Corset with 17 Armor (35%), 22 Agility (45%), and Stamina (20%)	Hidden in a sarcophagus in Gunderic Mausoleum. (Must break a weak wall.)
Heaven's Judgment	Upper Raven's Rill	Anjali	Spear with Lightning (60%), Agility (20%), and Attack (20%)	Rajani's spear—dropped when you defeat her.
Bourbon Blade of Rusk	The Heroes' Crypt (The Hall of Heroes)	Lucas	Longsword with 33 Fire (50%) and 19 Attack (50%)	Found in a sarcophagus within the Heroes' Crypt.
Phaedriel's Bracers	The Heroes' Crypt (The Hall of Heroes)	Anjali	Bracer with 14 Armor (40), 11 Agility (30), and 21 Doom (30)	Found in a sarcophagus within the Heroes' Crypt.
Grand Mage Breeches	The Heroes' Crypt (The Hall of Heroes)	Reinhart	Pants with 10 Armor (25%), 16 Will (40%), and 3 Momentum (35%)	Found in a sarcophagus within the Heroes' Crypt.
Zed's Lucky Shoes	The Heroes' Crypt (The Hall of Heroes)	Reinhart	Shoes with 15 Armor (35%) and 29 Warding (65%)	Found in a sarcophagus within the Heroes' Crypt.
Naidi's Archery Glove	The Heroes' Crypt (The Hall of Heroes)	Katarina	Gloves with 11 Armor (30%) and 28 Agility (70%)	Found in a sarcophagus within the Heroes' Crypt.
Sikra's Bodice	The Heroes' Crypt (The Hall of Heroes)	Katarina	Corset with 26 Armor (40), 19 Warding 19, and 19 Retribution (30)	Found in a sarcophagus within the Heroes' Crypt.
Foecleaver	The Heroes' Crypt (The Hall of Heroes)	Lucas	Greatsword with 31 Attack (35%), 45 Doom (25%), and 46 Bloodletting (40%)	Dropped by Drakomir in the Heroes' Crypt.
Vestments of Life Everlasting	The Heroes' Crypt (The Hall of Heroes)	Anjali	Breastplate with 16 Armor (25), 33 Stamina (50), and 16 Warding (25)	Found in farmer's coffin in the Heroes' Crypt.
Captain's Shoulders	The Heroes' Crypt	Lucas	Pauldrons with Armor (60) and Stamina (40)	Given by Lazar Bassili as a reward for clearing the Heroes' Crypt.
Trespasser's Bane	The Heroes' Crypt	Anjali	Radiant Yantra with Attack and Retribution	Given by Lazar Bassili as a reward for clearing the Heroes' Crypt.
Collegium Alumni Circlet	The Heroes' Crypt	Reinhart	Head armor with Attack (30%), Lightning (40%), and Armor (30%)	Given by Lazar Bassili as a reward for clearing the Heroes' Crypt.
Mastercrafted Pistol	The Heroes' Crypt	Katarina	Pistol with Attack (40%), Agility (30%), and Doom (30%)	Given by Lazar Bassili as a reward for clearing the Heroes' Crypt.
Ulfgrim's Buckler	The Heroes' Crypt	Lucas	Shield with 25 Armor (40%), 22 Block (35%), and 16 Attack (25%)	Rare drop from the Skeleton Captain enemies in the Heroes' Crypt.
Seck Curseplate	Swamp Battlefield	Lucas	Cuirass with Stamina (40), Block (20), and Vampire (40)	Sold at Leopold's store in the royalist camp.
Sickness Unto Death	Swamp Battlefield	Reinhart	Cynosure with Weaken (35), Will (45), and Attack (20)	Sold at Leopold's store in the royalist camp.
Eastern Swamp Razor	Swamp Battlefield	Lucas	Longsword with Poison (70%) and Attack (30%)	Given as a reward after completing Roderick's "Lost in the Swamp" side quest.
Staff of the First People	First People Village	Anjali	Staff with high Poison (35%), Withering (35%), and Attack (30%)	Found in a chest after defeating Maru-yatum.
Talisman of the Arcane	First People Village	Any	Amulet with high Will (50) and Momentum (50)	Sold at the First People Village store.
Azunite Charm	First People Village	Any	Amulet with high Fire (60) and Armor (40)	Given as a reward after completing Arah's "Missionary Work" side quest.
Bladerest Shoulders	Stonebridge City	Lucas	Pauldrons with Armor (25), Attack (35), and Doom (40)	Sold at Ursula's shop (after you complete her side quest)
Ring of Martial Prowess	Stonebridge City	Any	Ring with Attack (50%) and Stamina (50%)	Sold at Frederick Pratz's store in Stonebridge.
Autumnal Hairpin	Stonebridge City	Katarina	Clasp with Attack (30), Weaken (30), and Withering (40)	Sold at Frederick Pratz's store in Stonebridge.
Wanderer's Bodyguard	Stonebridge City	Katarina	Rifle with Attack (60%) and Warding (40%)	Sold at Randolf Maxwell's store in Stonebridge.
Ferro-Mag Dynamo	Stonebridge (The Foundry)	Reinhart	Gauntlet with Fire (40), Attack (40), and Momentum (20)	Found in the foundry inside a Fire Jackal cage.
Rhythm of Steel	Stonebridge (The Foundry)	Lucas	Greatsword with 61 Attack (40%), 46 Will (30%), and 10 Momentum (30%)	Given for siding with Rorik Kassel at the end of the foundry (Lucas only).
Crown of Heaven's War Chant	Stonebridge (The Foundry)	Anjali	Helmet with Stamina (30), Lightning (35), and Momentum (35)	Given for siding with Rorik Kassel at the end of the foundry (Anjali only).
Polymantic Marvel	Stonebridge (The Foundry)	Reinhart	Cynosure with Attack (40) and Stagger (60)	Given for siding with Rorik Kassel at the end of the foundry (Reinhart only).
Deadeye Rifle	Stonebridge (The Foundry)	Katarina	Rifle with Doom (35%), Attack (40%), and Agility (25%)	Given for siding with Rorik Cassel at the end of the foundry (Katarina only).
Brimfallow's Utility Belt	Stonebridge (Crypts of the Sacred Blood)	Reinhart	Belt with Agility (20%), Attack (20%), Will (20%), Armor (20%), and Block (20%)	Found in the Crypts of the Sacred Blood in Stonebridge (in a chest near the first lever).
Ketzler Family Trousers	Stonebridge (Crypts of the Sacred Blood)	Reinhart	Pants with Will (60) and Stamina (40)	Found in Crypts of the Sacred Blood in Stonebridge (in a chest near the Modified Automaton).
Threaded Resilience	Stonebridge (Crypts of the Sacred Blood)	Reinhart	Robe with Armor (70) and Block (30)	Dropped by the master thief Ehregott in the Crypts of the Sacred Blood in Stonebridge.
Voltage Field Generator	Stonebridge (Meisterhall)	Reinhart	Belt with Lightning (60) and Retribution (40)	Quest reward if you choose to hand the Gent over to the Meisters.
Fist of the Legion	Stonebridge City	Lucas	Vambrace with 28 Attack (35%), 32 Armor (40%), and 21 Stagger (25%)	Given by the merchant Frederick Pratz in Stonebridge if the player tells him, "An apology will suffice," during Meister Mudgutter's "Uncovering the Past" side quest.
Goblin Safety Pants	Stonebridge/Glitterdelve	Reinhart	Pants with Armor (65%) and Block (35%)	Possible rare loot drop for goblins.
Goblin Needle Pistol	Stonebridge/Glitterdelve	Katarina	Pistol with Agility (30%), Bloodletting (45%), and Attack (25%)	Possible rare loot drop for goblins.
Goblin Boomstick	Stonebridge/Glitterdelve	Katarina	Shotgun with Attack (55%) and Doom (45%)	Possible rare loot drop for goblins.
Dryad's Bane	Glitterdelve (Kaari Pass)	Any	Ring with 30 Fire (100%)	Given as a reward after clearing the cave for Ibsen as part of his "Ibsen's Cave" side quest.
Frostspire Band	Glitterdelve (Kaari Pass)	Any	Ring with 7 Ice (100%)	Given as a reward after clearing the cave for Ibsen as part of his "Ibsen's Cave" side quest.
Queensmen Rifle	Glitterdelve (The Tumbledown Court)	Katarina	Rifle with Will (55%), Attack (20%), and Armor (25%)	Sold at Bartholomew's store in the Tumbledown Court.
Feedback Loop	Glitterdelve (The Tumbledown Court)	Reinhart	Belt with Will (20) and Retribution (80)	Sold at Bartholomew's store in the Tumbledown Court.
Greaves of the Messenger	Glitterdelve (The Tumbledown Court)	Lucas	Greaves with Armor (55) and Agility (45)	Given by Bartholomew in Glitterdelve for returning the prototype rifle (Lucas only).
Tendon Slicer	Glitterdelve (The Tumbledown Court)	Anjali	Spear with Weaken (50%) and Attack (50%)	Given by Bartholomew in Glitterdelve after returning the prototype rifle (Anjali only).
Robes of the War College	Glitterdelve (The Tumbledown Court)	Reinhart	Robe with Armor (10), Attack (30), Will (30), and Agility (30)	Given by Bartholomew in Glitterdelve for returning the prototype rifle (Reinhart only).
Spirit-touched Gloves	Glitterdelve (The Tumbledown Court)	Katarina	Gloves with Armor (25%), Agility (20%), and Will (55%)	Given by Bartholomew in Glitterdelve for returning the prototype rifle (Katarina only).
Winter's Edge	Glitterdelve (The Tumbledown Court)	Lucas	Longsword with Ice (60%) and Attack (40%)	Given by Phineas for collecting all the Painite (Lucas only).
Frostfire	Glitterdelve (The Tumbledown Court)	Anjali	Fire Yantra with Attack, Ice, and Fire	Given by Phineas for collecting all the Painite (Anjali only).
The Argent Girdle	Glitterdelve (The Tumbledown Court)	Reinhart	Belt with Attack (20%), Agility (45%), and Warding (35%)	Given by Phineas for finding all the Painite (Reinhart only).
Lescanzi Shard Sprayer	Glitterdelve (The Tumbledown Court)	Katarina	Shotgun with Ice (45%), Attack (40%), and Bloodletting (15%)	Given by Phineas for collecting all the Painite (Katarina only).
Mantle of the Ivory Tower	Glitterdelve (The Tumbledown Court)	Reinhart	Robe with Will (55) and Attack (45)	Side quest reward from Phineas or Bartholomew when playing as Reinhart.
Crescent Moon Blade	Glitterdelve/The Spire	Lucas	Greatsword with 79 Agility (35%), 89 Attack (40%), and 112 Doom (25%)	Rare drop from Azunite ninjas. [warriors?]
Azunite Paladin Battleplate	Glitterdelve/The Spire	Lucas	Cuirass with Armor (40), Fire (30), and Warding (30)	Rare drop from Azunite paladins. [knights?]
Azunite Staff	Glitterdelve/The Spire	Anjali	Staff with Fire (50%), Will (25%), and Attack (25%)	Rare drop from Azunite inquisitors. [priests?]
Hand of Azunai	The Spire (Spire Dungeon)	Lucas	Vambrace with 32 Armor (25%), 101 Fire (45%), and 39 Warding (30%)	Found in a sealed cell in the Spire Dungeon. (Must break through a wall to enter.)
Pendant of Blood	The Spire (East Turret)	Any	Amulet with high Bloodletting (50) and Vampire (50)	Sold by Gavril.
Wraithband	The Spire (East Turret)	Any	Ring with Attack (50%) and Vampire (50%)	Sold by Gavril.
Riposte of Tempered Steel	The Spire (Spire Bailey Turrets)	Lucas	Longsword with Agility (25%), Retribution (45%), and Attack (30%)	Dropped by the Archon of War or Archon of Vengeance (only when playing as Lucas).
Nickel-Odion Gauntlet	The Spire (Spire Bailey Turrets)	Reinhart	Gauntlet with Stagger (45), Lightning (15), and Attack (40)	Dropped by the Archon of War or Archon of Vengeance (only when playing as Reinhart).
Orbis Bellum	The Spire (Spire Bailey Turrets)	Reinhart	Cynosure with Attack (40), Agility (30), and Will (30)	Dropped by the Archon of War or Archon of Vengeance (only when playing as Reinhart).
Hail of Lead	The Spire (Spire Bailey Turrets)	Katarina	Shotgun with Ice (40%), Attack (20%), and Stagger (40%)	Dropped by either the Archon of War or Archon of Vengeance (only when playing as Katarina).
Storm of Lead	The Spire (Spire Bailey Turrets)	Katarina	Pistol with Lightning (40%), Stagger (40%), and Attack (20%)	Dropped by either the Archon of War or Archon of Vengeance (only when playing as Katarina).
Absolution	The Spire (Chancel of Azunai)	Anjali	Staff with Momentum (35%), Attack (20%), Will (20%), and Warding (34%)	Dropped by Chakti when you defeat her.
Spiritwalker Barrette	The Spire (Sanctum of Fire)	Katarina	Clasp with Will (50) and Momentum (50)	Dropped by one of Jeyne's handmaidens.
Staff of Sacred Rage	The Spire (Saint's Solace)	Anjali	Staff with Attack (40%) and Retribution (60%)	Jeyne's staff—drops when you defeat her.
Blade of Five Furies	The Spire	Lucas	Greatsword with 128 Attack (40%), 64 Fire, 64 Lightning, 117 Poison, 48 Bloodletting, and 12 Ice (12% each)	Found in Fitch's chest if he remains imprisoned (either by skipping the "Dungeon Siege" side quest or by choosing to keep Fitch locked up).
Atmikha	The Spire	Anjali	Radiant Yantra with Agility (40%), Will (40%), and Attack (20%)	Sanskrit for "Light of God." Found in Fitch's chest if he remains imprisoned (either by skipping the "Dungeon Siege" side quest or by choosing to keep Fitch locked up).
Vinirdahati	The Spire	Anjali	Fire Yantra with Fire (25%), Attack (40%), and Doom (35%)	Sanskrit for "To burn completely." Found in Fitch's chest if he remains imprisoned (either by skipping the "Dungeon Siege" side quest or by choosing to keep Fitch locked up).
Correspondence Point	The Spire	Reinhart	Cynosure with Attack (30), Will (30), and Momentum (40)	Found in Fitch's chest if he remains imprisoned (either by skipping the "Dungeon Siege" side quest or by choosing to keep Fitch locked up).
The Dark Sister's Touch	The Spire	Katarina	Rifle with Ice (45%), Stun (15%), and Attack (40%)	Found in Fitch's chest if he remains imprisoned (either by skipping the "Dungeon Siege" side quest or by choosing to keep Fitch locked up).
Thirst	The Spire	Lucas	Greatsword with 93 Attack (35%), 6 Weaken (7%), 7 Withering (8%), and 133 Vampire (50%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Grip of the Seck	The Spire	Lucas	Vambrace with 38 Stamina (30%), 74 Doom (30%), and 16 Withering (40%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Exarch's Platemail	The Spire	Lucas	Cuirass with Stamina (40), Momentum (30), and Will (30)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
The Burden of Command	The Spire	Lucas	Pauldrons with Armor (30), Will (30), and Momentum (40)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Greaves for the Fallen	The Spire	Lucas	Greaves with Armor (30), Agility (30), and Retribution (40)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Aegis of Chivalry	The Spire	Lucas	Shield with Block (30), Armor (30), and Warding (40)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Salvation	The Spire	Lucas	Longsword with Attack (50%), Armor (25%), and Warding (25%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Left Hand of Judgment	The Spire	Anjali	Bracer with high Armor (40), Block (30), and Retribution (30)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Mantle of the Sun	The Spire	Anjali	Breastplate with high Armor (30), Fire (40), and Retribution (30)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Mask of Rage	The Spire	Anjali	Helmet with Attack (50), Agility (25), and Doom (25)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Fireplate Leg Guards	The Spire	Anjali	Boots with Fire (50), Attack (25), and Agility (25)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Hedronic Quantanambulator	The Spire	Reinhart	Cynosure with Agility (50), Attack (30), and Armor (20)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Emeritus Trousers	The Spire	Reinhart	Pants with Will (40), Armor (30), and Warding (30)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Emeritus Robe	The Spire	Reinhart	Robe with Will (50), Armor (30), and Warding (20)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Band of Profound Cogitation	The Spire	Reinhart	Head armor with Stamina (25%), Will (35%), and Momentum (40%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Meister's Espadrilles	The Spire	Reinhart	Shoes with Attack (40%), Armor (20%), and Agility (40%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Perpetual Motion Machine	The Spire	Reinhart	Belt with Attack (15%), Will (25%), and Momentum (75%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Cobaltine Power Glove	The Spire	Reinhart	Gauntlet with Will (60%) and Attack (40%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Spellsleeves	The Spire	Katarina	Gloves with Stamina (30%), Will (50%), and Momentum (20%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Chemise of the Desert Queen	The Spire	Katarina	Corset with Will (50), Stamina (25), and Attack (25)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Clasp of the Faithful Hound	The Spire	Katarina	Clasp with Armor (30), Block (30), and Warding (40)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Leggings of the High Witch	The Spire	Katarina	Leggings with Stamina (25%), Warding (20%), Retribution (25%), and Will (30%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Lescanzi Curse Cannon	The Spire	Katarina	Pistol with Withering (30%), Vampire (40%), and Attack (30%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Dragonshot Volleygun	The Spire	Katarina	Shotgun with Fire (50%), Doom (25%), and Attack (25%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Prismic Band	The Spire	Any	Ring with high Fire (34%), Ice (33%), Lightning (33%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Black Ring of Curses	The Spire	Any	Ring with very high Withering	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Dragon Ring of Power	The Spire	Any	Ring with high Attack (60) and Fire (40)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Souljar	The Spire	Any	Amulet with high Will (55) and Warding (45)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Eye of Terror	The Spire	Any	Amulet with high Stun (50) and Withering (50)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Medallion of St. Elys	The Spire	Any	Amulet with Stamina (66%) and Will (33%)	Found in Fitch's store. (Must free Fitch during the "Dungeon Siege" side quest.)
Halo of the One-Eyed Judge	The Spire	Anjali	Circlet with 68 Retribution (50%), 34 Armor (25%), and 34 Will (25%)	Rare drop from Spire cyclopes.
Jagjit	Endgame	Anjali	Spear with high Doom (50%), Agility (25%), and Attack (25%)	Sanskrit name meaning "Conqueror of the World." Rare drop from dark archons during the endgame.
Mahabala	Endgame	Anjali	Bracer with high Attack (40), Fire (30), and Armor (30)	Sanskrit for "Supreme in Attack." Rare drop from dark archons during the endgame.
Aparajita	Endgame	Anjali	Body armor with high Stamina (50), Armor (25), and Warding (25)	Sanskrit for "Unconquered." Rare drop from dark archons during the endgame.
Vijaya	Endgame	Anjali	Helmet with Armor (40), Attack (30), and Will (30)	Sanskrit for "Supreme victory." Rare drop from dark archons during the endgame.
Jagati	Endgame	Anjali	Boots with Agility (30), Stamina (40), and Lightning (30)	Sanskrit for "Bestowed with speed." Rare drop from dark archons during the endgame.
Bite of the Arakun	—	Any	Ring with 15 Poison and 1 Wither	Amazon preorder item.
Sacred Heart of the Legion	—	Any	Amulet with 3 Stamina, 4 Attack, and 3 Warding	Best Buy preorder item.
Burning Band of Scorch	—	Any	Ring with 4 Attack and 10 Fire	Gamestop preorder item.
Talisman of the Grand Mage	—	Any	Amulet with 7 Armor and 3 Retribution	Gamestop preorder item.
Annulus of Force	—	Any	Ring with 8 Doom and 6 Stagger	Dell preorder item.

Deeds

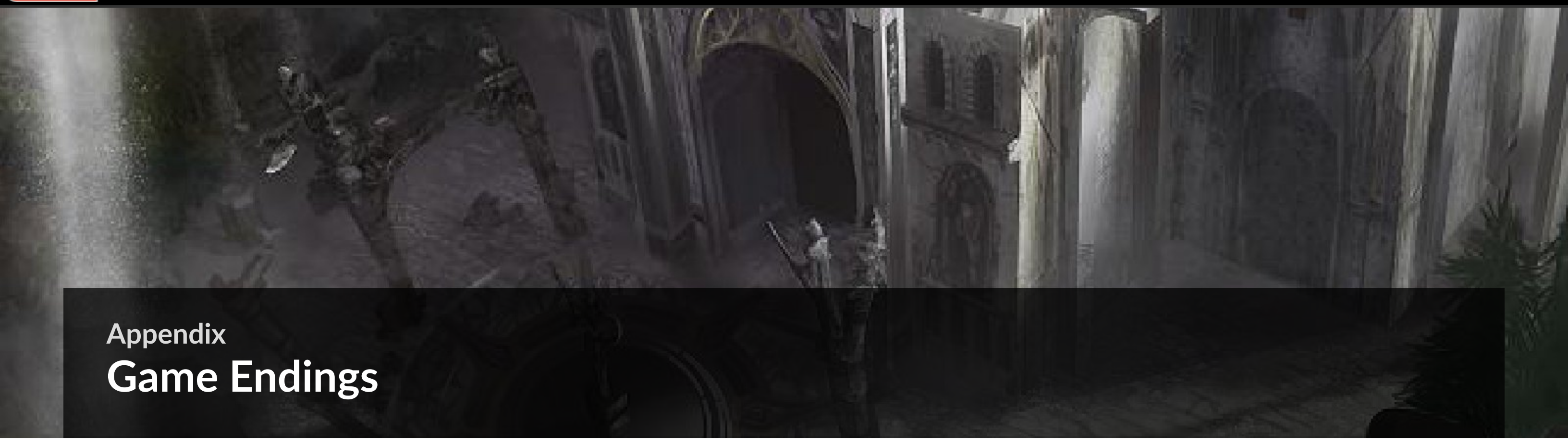


Magical Guardian: Speak the password and you may enter.

Deeds are special rewards earned at various stages in the adventure—they're commonly awarded when you reach important milestones or make key decisions. These tables detail every Deed, revealing their statistical benefits and explaining how to achieve each one.

Title	Bonus	How to Achieve
Story Deeds		
Avatar of Ultimate Virtue	5 Will	Complete all three side quests in Lower Raven's Rill without accepting any rewards in return.
Solver of Cyphers	2 Agility	Tell the correct password to the door guardian.
Trial and Error	2 Stamina	Guess the door guardian's password.
Lescanzi Ally	3 Will	Clear Gunderic Manor, then choose to give the manor over to Leona.
Legion Caretaker	3 Stamina	Clear Gunderic Manor, then choose to keep the manor for the Legion's purposes.
Gracious in Victory	2 Will	Choose to spare Rajani's life after defeating her.
Ironhand	2 Attack	Choose to put Rajani to death after defeating her.
We Are Legion	4 Stamina	Acquire the fourth and final party member.
Proletarian Hero	3 Attack	Clear the Foundry, then choose to give the cyclops workers equal rights and freedom.
Strike Breaker	3 Will	Clear the Foundry, then rule that the cyclops workers shall remain as slaves.
Legion Redeemer	3 Will	Defeat the Dapper Old Gent, then take him into the Legion's custody.
Lord Protector of Stonebridge	3 Stamina	Defeat the Dapper Old Gent, then turn him over to the Meisters of Stonebridge.
Royalist Ally	5 Stamina	Defeat the Azunites in Glitterdelve and save Queen Roslyn.
Liberator	5 Agility	Free all of the prisoners in the Spire Dungeon during the "Dungeon Siege" side quest.

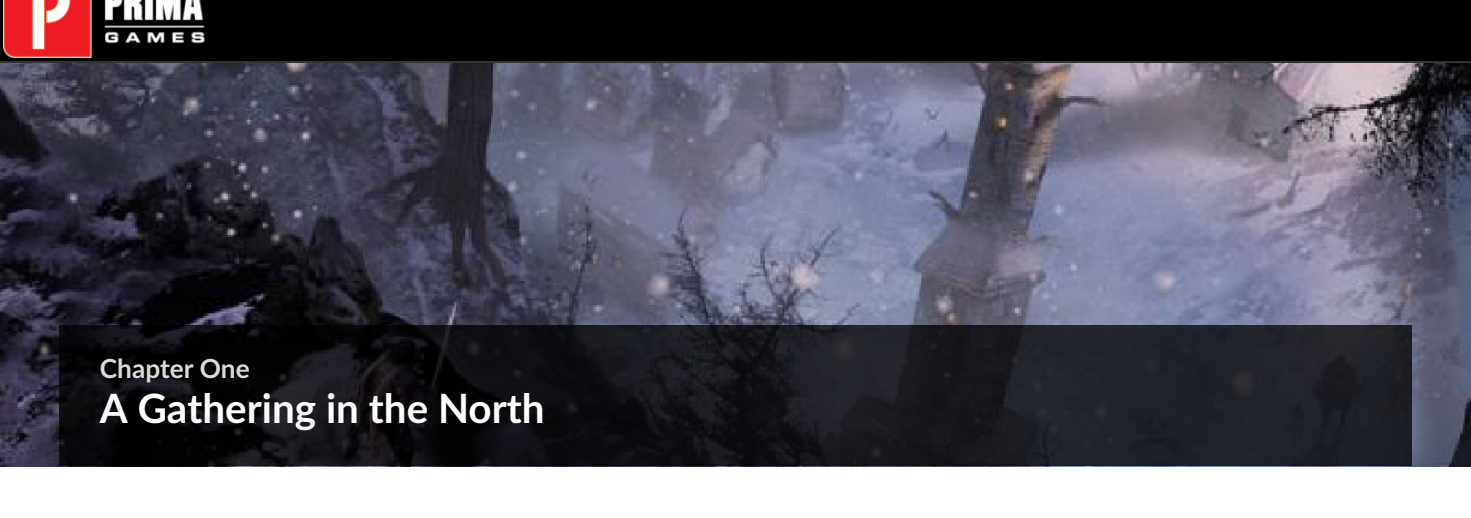
Title	Bonus	How to Achieve
Milestone Deeds		
Defender	1 Block	Block 50,000 points of damage during the adventure.
Enduring Champion	2 Stamina	Sustain 100,000 points of damage during the adventure.
Fulltime Hero	2 Stamina	Complete 10 side quests.
Savoir of Ehb	3 Stamina	Complete 20 side quests.
Lorekeeper	3 Will	Collect 30 lore entries.
Loremaster	4 Will	Collect 60 lore entries.
Merchant of Ehb	2 Agility	Sell at least 100,000 coins worth of items during the adventure.
Veteran Trader	1 Will	Spend 250,000 coins or more during the adventure.
Of One Mind	1 Will	During dialogues, agree with your companions at least 50 times.
Rivalry	1 Attack	During dialogues, disagree with your companions at least 50 times.
Party Deeds		
Montbarron Ally	2 Stamina	Gain 25% Influence with Lucas (2 Influence gains).
Loyal Guardian	3 Stamina	Gain 50% Influence with Lucas (10 Influence gains).
Comrade in Arms	5 Stamina	Gain 75% Influence with Lucas (15 Influence gains).
Celestial Ally	2 Attack	Gain 25% Influence with Anjali (3 Influence gains).
Fiery Loyalty	3 Attack	Gain 50% Influence with Anjali (14 Influence gains).
Radiant Friendship	5 Attack	Gain 75% Influence with Anjali (21 Influence gains).
Academic Ally	2 Will	Gain 25% Influence with Reinhart (2 Influence gains).
Tenured Loyalty	3 Will	Gain 50% Influence with Reinhart (10 Influence gains).
Doctorate of Friendship	5 Will	Gain 75% Influence with Reinhart (15 Influence gains).
Bewitching Ally	2 Agility	Gain 25% Influence with Katarina (3 Influence gains).
Sharpshooting Sidekick	3 Agility	Gain 50% Influence with Katarina (11 Influence gains).
Kindred Spirits	5 Agility	Gain 75% Influence with Katarina (17 Influence gains).



Game Endings

Your choices and actions have consequences, legionnaire—many of your decisions will shape the adventure's outcome. This table details all optional endings, revealing the decisions you must make to arrive at each outcome.

Subject	Decision	Notes
Rajani	Choose to set Rajani free after defeating her at the town hall.	Rajani and the remaining archons return to Stonebridge and begin to serve Anjali.
Rajani	Choose to put Rajani to death for her crimes.	No special segment is shown.
Gunderic Manor	Clear the manor, then decide to hand it over to Leona.	Witches make the manor into their home, transforming the estate into a controversial brothel.
Gunderic Manor	Clear the manor, then decide to keep it for the Legion.	No special segment is shown.
The Heroes' Crypt	Clear the Heroes' Crypt by completing Lazar Bassili's side quest.	Trade begins to boom in the Rukkenvahl, helping the people of Raven's Rill to prosper.
The Heroes' Crypt	Ignore the Heroes' Crypt and do not clear it.	Peace and prosperity do not return to Raven's Rill, and many die in the harsh winter.
Meister Rorik Kassel	Grant the cyclops workers equal rights and freedoms.	Kassel is forced to resign from being the guildmaster of the ironmongers, and the cyclopses form a workers' union.
Meister Rorik Kassel	Rule that the cyclops workers shall remain as slaves.	Though the cyclopses continue to suffer, Meister Kassel grows very wealthy, and repays his debt to the Legion by providing them fine weapons and armor.
The Dapper Old Gent	Have the Legion protect the Gent	Meister Wulf doesn't get elected as Mayor In Stonebridge, and the Gent eventually returns to the Causeways.
The Dapper Old Gent	Hand the Gent over to the Meisters	Meister Wulf is elected mayor, and the Gent is eventually hanged for his crimes.
Lord Devonsey/Jenye Kassynder	Choose to spare Jeyne's life at the adventure's end.	Devonsey is impressed by your mercy and shows interest in rejoining the Legion one day.
Lord Devonsey/Jenye Kassynder	Choose to kill Jeyne at the adventure's end.	No special segment is shown.
Jeyne Kassynder	At the adventure's end, order Jeyne to help rebuild the nation.	Jeyne keeps her word and helps to rebuild the nation.
Jeyne Kassynder	At the adventure's end, give Jeyne over to the queen.	The queen treats Jeyne with dignity and respect, but Jenye is eventually murdered in her sleep.
Jeyne Kassynder	At the adventure's end, send Jeyne into exile.	Jenye and her remaining Handmaidens vanish, never to be seen again.
Jeyne Kassynder	At the adventure's end, put Jeyne on trial.	Jeyne is sentanced to life imprisonment within the depths of the Glitterdelve mines.



Chapter One

A Gathering in the North

I write to you, my young friend, with urgent news.

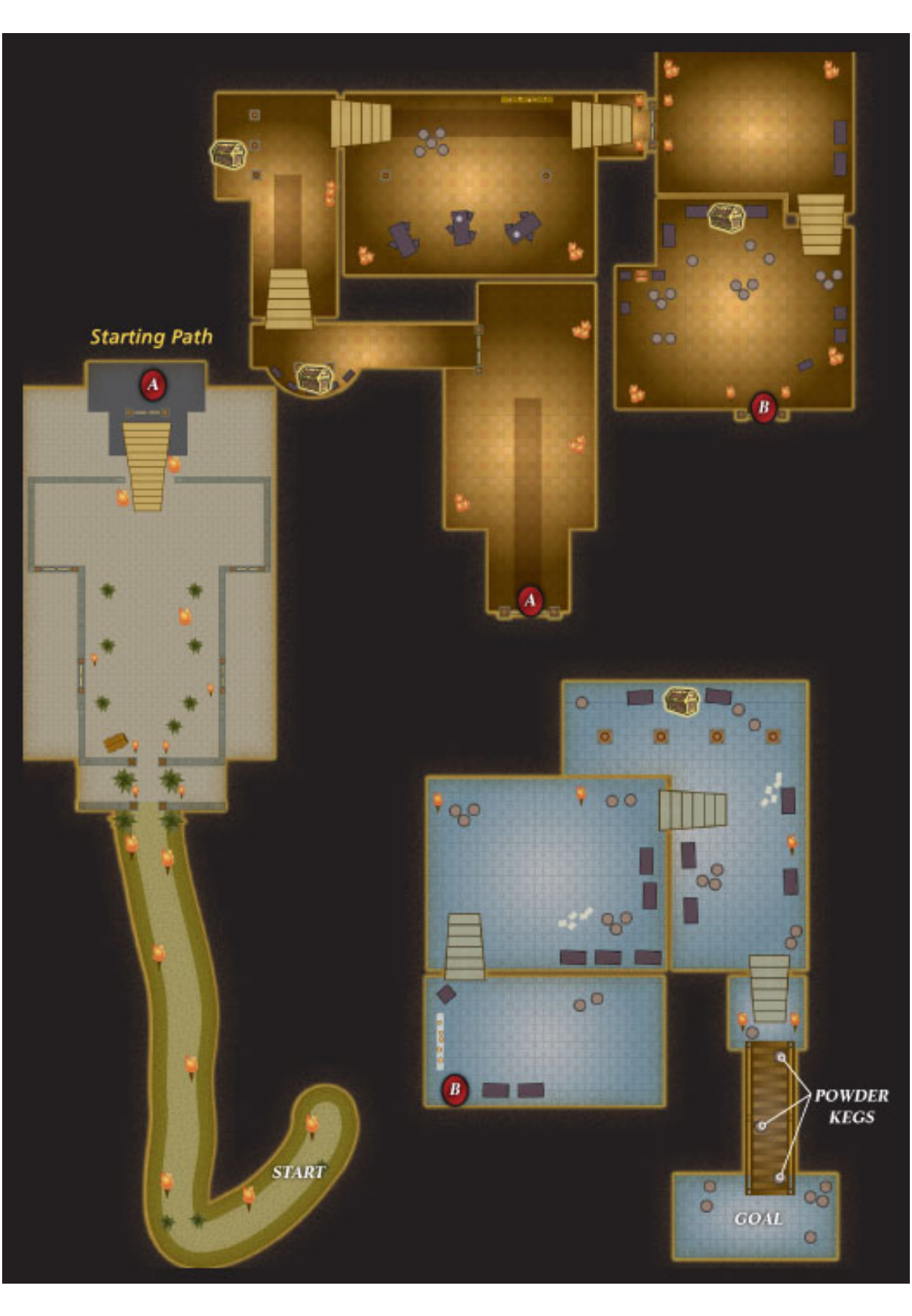
I know your childhood has not been easy, but Jeyne Kassynder hunts for us still. Now I fear that her spies may be getting close.

We cannot delay any longer. We still have a chance to join together, rebuild the Legion, and take our country back from Jeyne Kassynder, before it's too late.

The sons and daughters of the Legion are gathering in the north, at the old Montbarron Estate. I urge you to join us in the valley of Rukkenvahl, as quickly as you can. Help us restore all that was lost.

Your faithful friend, Odo.

Montbarron Estate



Travel to the Estate

No matter which character you've selected, your adventure begins on a quiet, moonlit trail. The Montbarron Estate isn't far—proceed along the path, paying attention to the informative tips that appear onscreen.

Use the quest guide and minimap to help you keep your bearings.

Hurry past the battered gates and begin searching the courtyard for anyone who might need help. Bodies lie strewn about the grounds—inspect them to discover that they've all been murdered in horrific fashion. Someone must have talked about the gathering—the Legion's enemies have been here.

Open the estate's front door and enter the burning manor. Flaming debris crashes down, nearly crushing you; search the room afterward to discover two handwritten notes on the ground, along with a few more grisly corpses.

Continue investigating the estate—a tutorial tip soon appears next to a weapon rack. Inspect the rack to knock loose a random weapon, then pick up the weapon to add it to your inventory. Call up the Equipment screen afterward to decide whether or not you wish to equip it.

Go downstairs and attack the barrels at the base of the staircase to smash them from your path. Gold and other valuables may spill out of barrels and other breakable objects that you destroy, so try attacking everything you see. Turn left after smashing the barrels to discover a note on the ground and a treasure chest. You might receive a weapon, some armor, or a tidy sum of gold from treasure chests—the result is always random.

Descend more stairs and destroy more barrels to clear the way forward. At last, some of the estate's attackers make their appearance—two battle-hungry Lescanzi mercenaries rush up from the room below. Defeat these lowly foes with a fury of attacks, then open the nearby treasure chest to find some more loot.

Some gear may not be equippable to your chosen hero. You can view all of this gear at the Items menu, where you may choose to "transmute" unwanted items into gold. Don't transmute anything unless you need to make room for new gear, however—you get more coin when you sell unwanted items to merchants.

Proceed downstairs until a small group of mercenaries attacks you. Try blocking and using your character's special abilities this time to help you defeat these scoundrels. Blocking and using abilities consumes Focus, the blue meter below your character's green Hit Points (HP) meter. You recover Focus quickly when striking enemies with normal attacks.

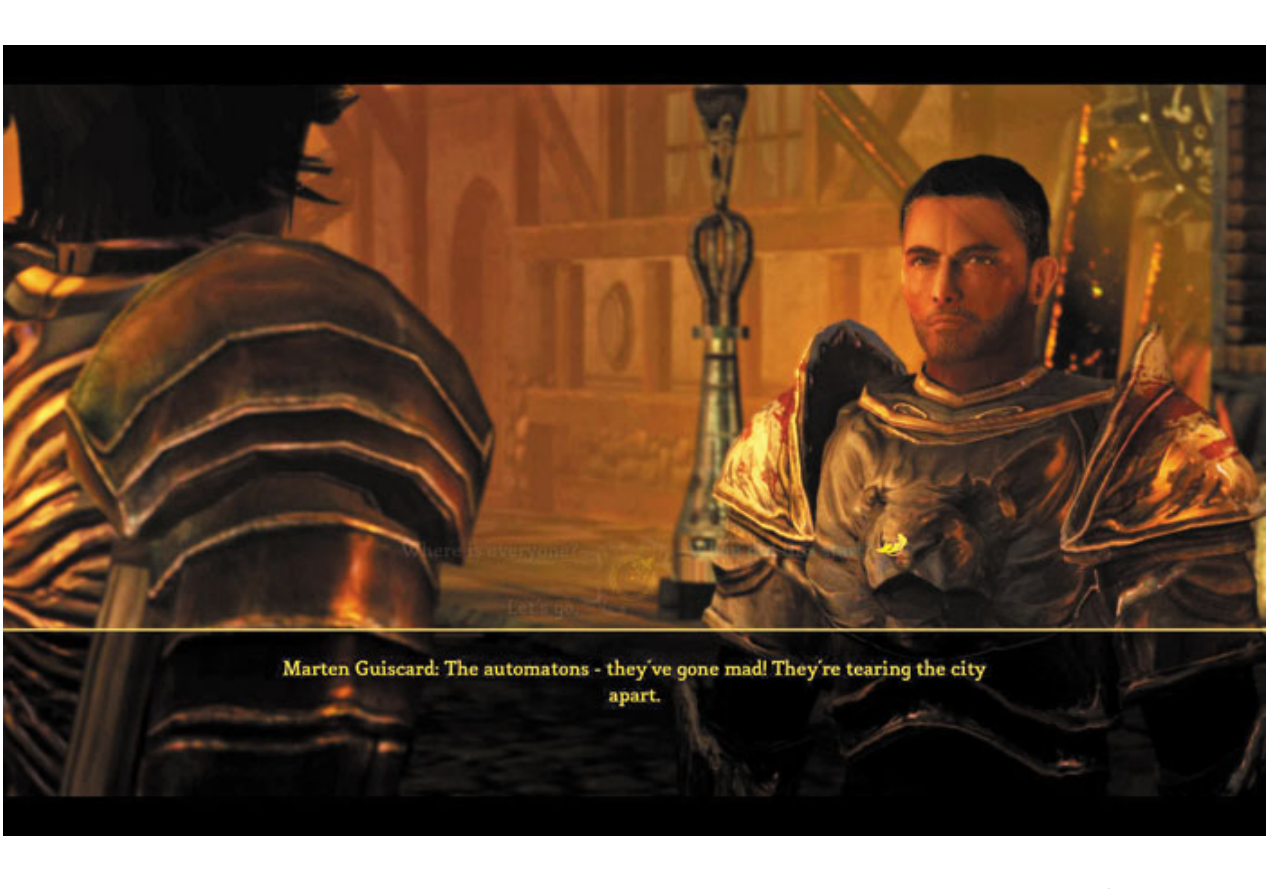
A large group of mercenaries soon rushes into the fray. Switch to your character's alternative battle stance—it may help you deal with this swarm of villains. Perform evasive moves to avoid becoming overwhelmed and block to preserve HP as needed. Smash the surrounding barrels for Health Orbs if you take too much damage.

Each character has unique attacks, battle stances, and abilities. See the "Cast" chapter of this guide to learn all about each character, including ability overviews, sample builds, and combat strategies.

Don't let your Focus go to waste—use abilities as often as possible to build up mastery in them. Master your favorite abilities early in the adventure to unlock their empowered versions and make them far more effective! See the "10th Legion Training" chapter for more on mastering abilities.

The room's far door opens after you've slain the last of the mercenary dogs. A soldier calls out to you from the doorway—destroy the room's remaining barrels and loot the nearby treasure chest before approaching the armored man.

Marten Guiscard



Marten Guiscard: The automatons - they've gone mad! They're tearing the city apart.

The soldier seems familiar and introduces himself as Marten Guiscard. He seems to know Odo, and, like you, he's desperately searching the estate for legionnaire survivors. You may ask only one question of Marten before the sound of inbound mercenaries hastens the dialogue to its conclusion. Guiscard tells you that he's set three kegs of gunpowder on a nearby bridge—if you're quick, you should be able to destroy the bridge before more mercenaries arrive.

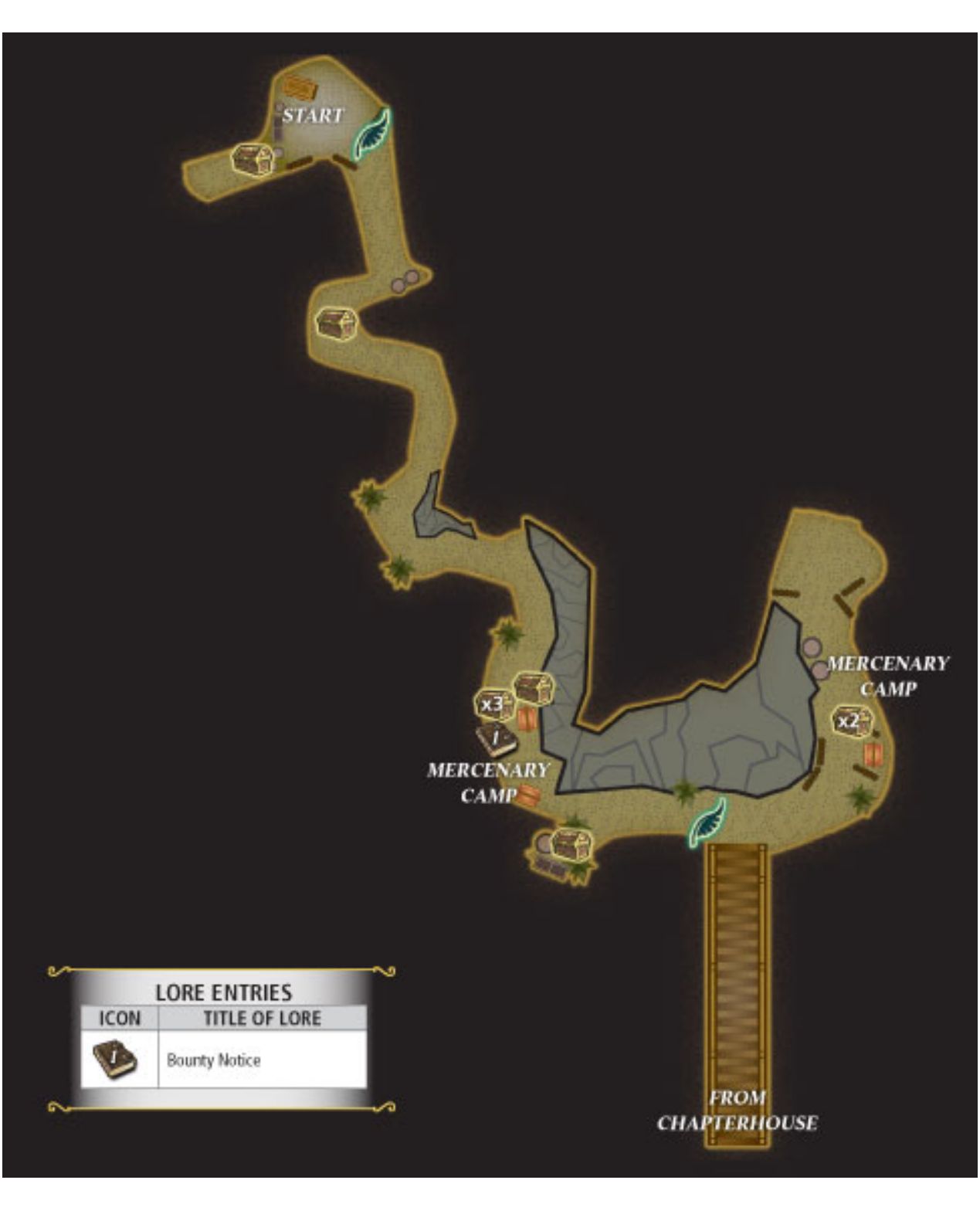
Destroy the Bridge

Time is short, but there's always time for looting. After speaking with Guiscard, smash the nearby barrels for potential treats, and break open the fragile vases near the wall as well. Descend the stairs afterward to find more breakables, along with a treasure chest. Inspect an open book that lies on the floor for a bit of interesting info.

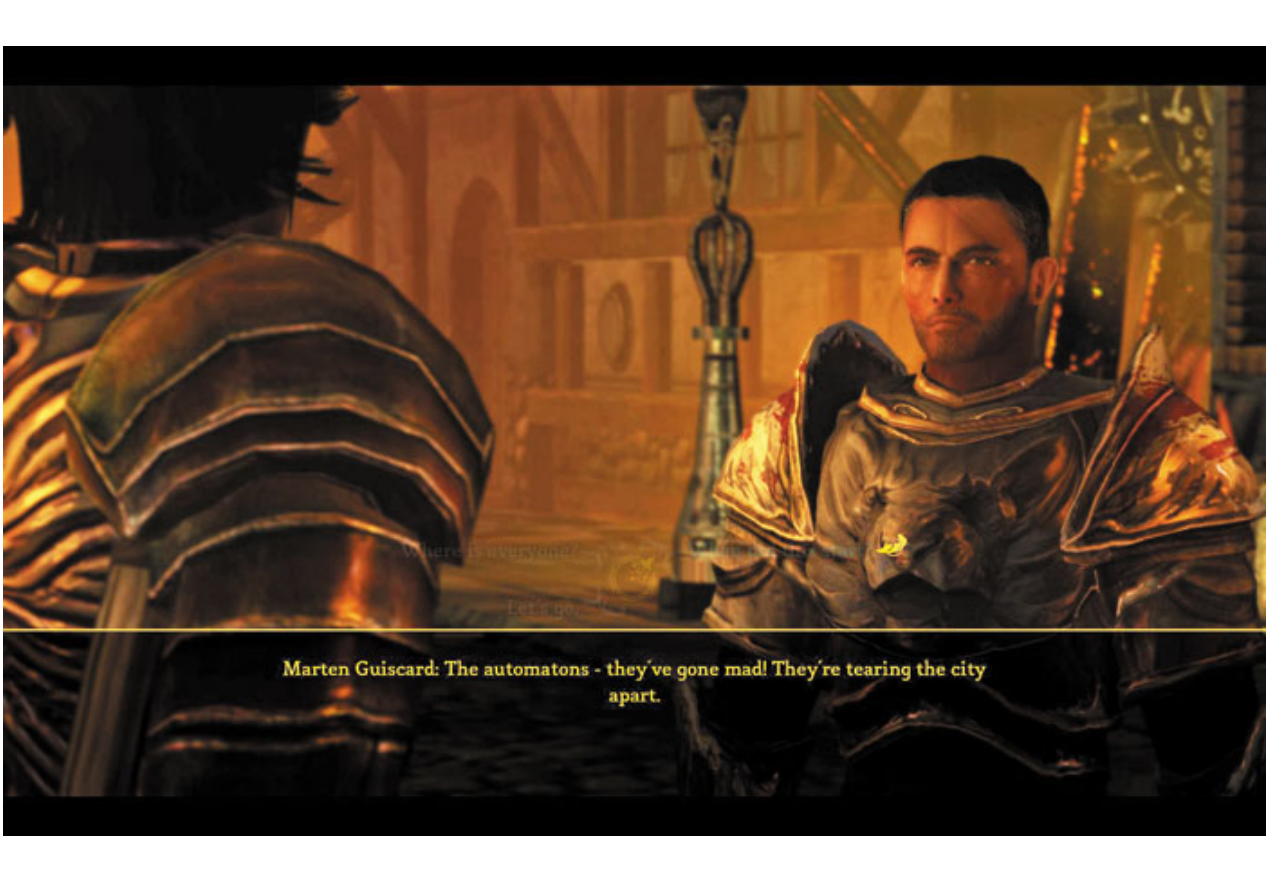
You eventually come to the bridge that Marten has prepped for destruction. Don't examine the three powder kegs—leave them be and cross the bridge to find several more barrels that can be smashed for loot. Backtrack across the bridge afterward and inspect all three barrels to light their fuses, then hurry across once more to flee the Montbarron Estate before the barrels blow.

Marten's plan works perfectly—the explosion wipes out a group of mercenaries, and the bridge comes crashing down. You and Guiscard have made good your escape, but the mercenaries have certainly performed their duty this night. Is it possible that Odo might have escaped this murderous trap?

Pilgrims' Road



Marten Guiscard



Marten Guiscard: The automatons - they've gone mad! They're tearing the city apart.

Having traveled all through the night, you and Marten Guiscard have put plenty of distance between yourselves and the tragedy you endured at the Montbarron Estate. Probe your companion for information about the attack, along with your current surroundings. Guiscard informs you that an old Legion chapterhouse isn't far, and he believes that any other survivors would have sought shelter there. You should do the same.

Locate the Chapterhouse

Glance over the cliff to spy the Rukkenvahl's lone settlement, a remote village called Raven's Rill. Use the nearby save beacon to mark your progress, but don't advance down the winding road that follows. Instead, turn around and investigate the opposite end of the road—you'll discover a corpse near a fallen log. The log prevents you from exploring any farther, but you can loot the body for goods.

Saving your progress at a beacon restores all of your HP, but you can't save while enemies are about.

Return to the save beacon and travel down the twisting road. Keep your eyes peeled for another lootable body, and keep going until you come to a small mercenary camp. Open the chest that's tucked away to the left of the camp's gate before investigating further.

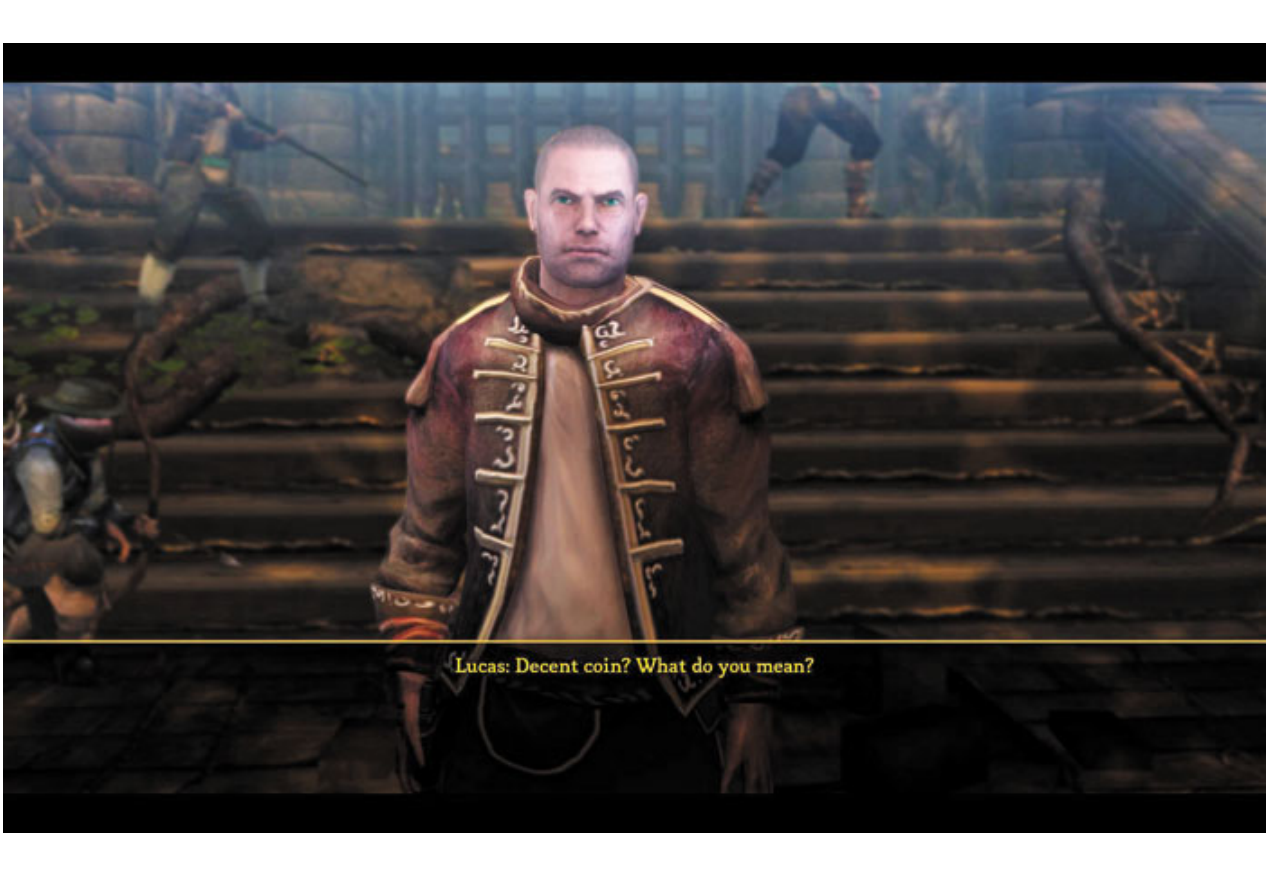
The campsite is abandoned, but it holds several interesting objects. Loot the treasure chest and the two weapon racks for valuable gear, and inspect the notice that's pinned to a post to obtain your first piece of lore.

Pause the game and access the Lore menu to peruse each piece of lore you've discovered.

Exit the mercenary camp through its far door and save your progress at the glimmering beacon on the road ahead. Guiscard becomes excited when he notices the bridge that leads to the Legion chapterhouse, but don't cross it just yet. Instead, run straight past the bridge to discover a second mercenary camp—complete with mercenaries!

Make short work of the camp's feeble guards, then loot the site for more goodies. The far gate is locked tight, so backtrack to the previous save beacon. Smash two rotted tree stumps in the nook near the save beacon to discover a hidden treasure chest, then check that you've equipped all of the best gear you've found thus far. Save at the beacon once again before proceeding across the chapterhouse bridge.

Boss Battle: Bogdan



Lucas: Decent coin? What do you mean?

A rough-looking mercenary named Bogdan awaits you at the far end of the bridge. The man is eager to collect the bounty that has been placed on the heads of all legionnaires, and quickly he orders his men to attack. Evade Bogdan and keep your distance from him as you dispatch his cohorts. Then turn your attention to slaying Bogdan himself, evading his powerful attacks and unleashing your favorite abilities to cut through his thick armor and erode his ample health.

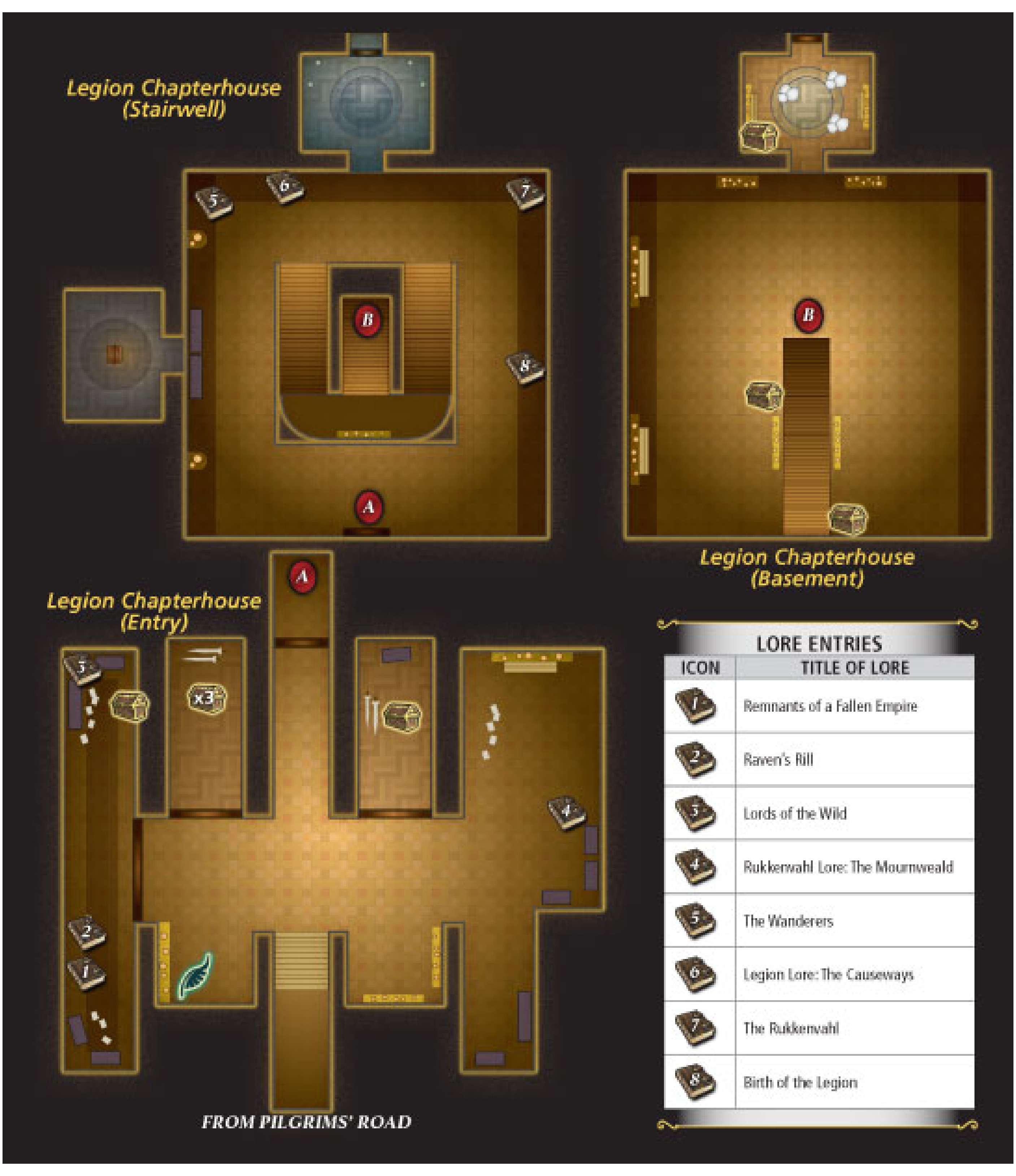
Time Bogdan's attacks and dodge to avoid his blows. Unleash abilities throughout the fight and strike Bogdan from unexpected angles.

Safe at Last

Named enemies such as Bogdan often cough up precious gear when defeated. Search around and collect all of the loot that Bogdan and his men have so kindly dropped, then enter the chapterhouse to at last reach safe haven—and to discover that an old friend has somehow managed to do the same.

Chapter One

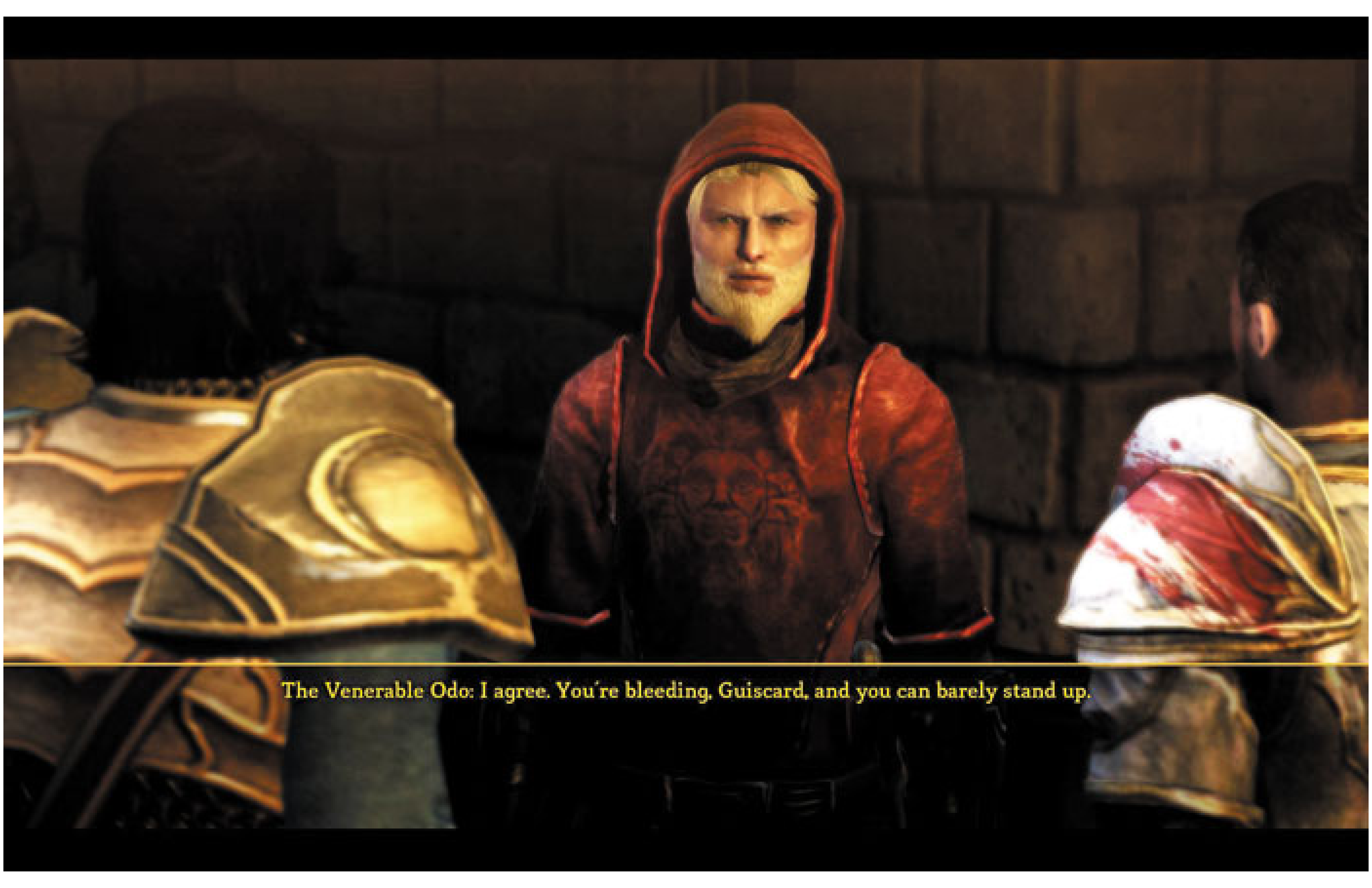
Legion Chapterhouse


Legion Chapterhouse (Stairwell)
5
6
7
8
B
A
Legion Chapterhouse (Basement)
B
Legion Chapterhouse (Entry)
A
3
x3
4
2
1
FROM PILGRIMS' ROAD

LORE ENTRIES

ICON	TITLE OF LORE
1	Remnants of a Fallen Empire
2	Raven's Rill
3	Lords of the Wild
4	Rukkenvahl Lore: The Mournweald
5	The Wanderers
6	Legion Lore: The Causeways
7	The Rukkenvahl
8	Birth of the Legion

The Venerable Odo


The Venerable Odo: I agree. You're bleeding, Guiscard, and you can barely stand up.

Odo greets you and Guiscard as you enter the chapterhouse, hardly able to believe that you've both managed to survive. The wise man has a few suspicions as to who might be behind the Lescanzi's acts of atrocity, but he can't know for certain. Odo believes that a few other legionnaires might have survived the attack—question him about these potential allies to learn a little about each one. Odo recommends that you begin your search for wayward legionnaires at the nearby town of Raven's Rill—the only settlement that exists in the Rukkenvahl valley.

Loot, Lore, and Leveling Up

Speaking with Odo completes your first quest, which earns you a tidy sum of Experience Points (XP) and causes you to level up. Spend your lone Ability Point to unlock your character's first defensive ability—now you may spend one Power Sphere (located below the Focus meter) to receive a slow trickle of healing that lasts for 30 seconds. Complete the level-up process, consulting the "Cast" chapter of this guide for tips and insights into each hero's various traits if you like.

Note

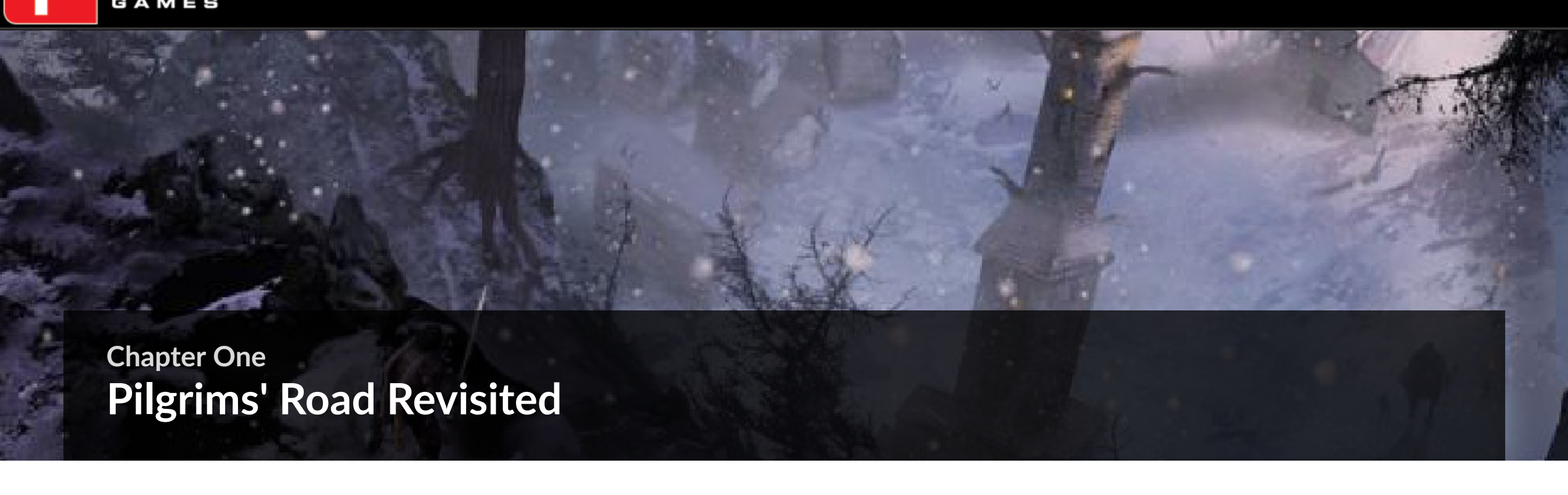
Power is consumed when you use defensive or empowered abilities—recover Power by using normal offensive abilities, which instead consume Focus. You can also recover Power by blocking enemy attacks, and Power is automatically gained as you take damage in battle. You'll periodically be rewarded with additional Power Spheres as you reach key milestones in the adventure—this lets you unleash multiple devastating abilities in rapid succession.

Tip

If you're new to Dungeon Siege III, we recommend that you first build upon traits that improve your hero's defenses and ability to heal. This will give you a fighting chance while learning the intricacies of combat and your character's unique skills.

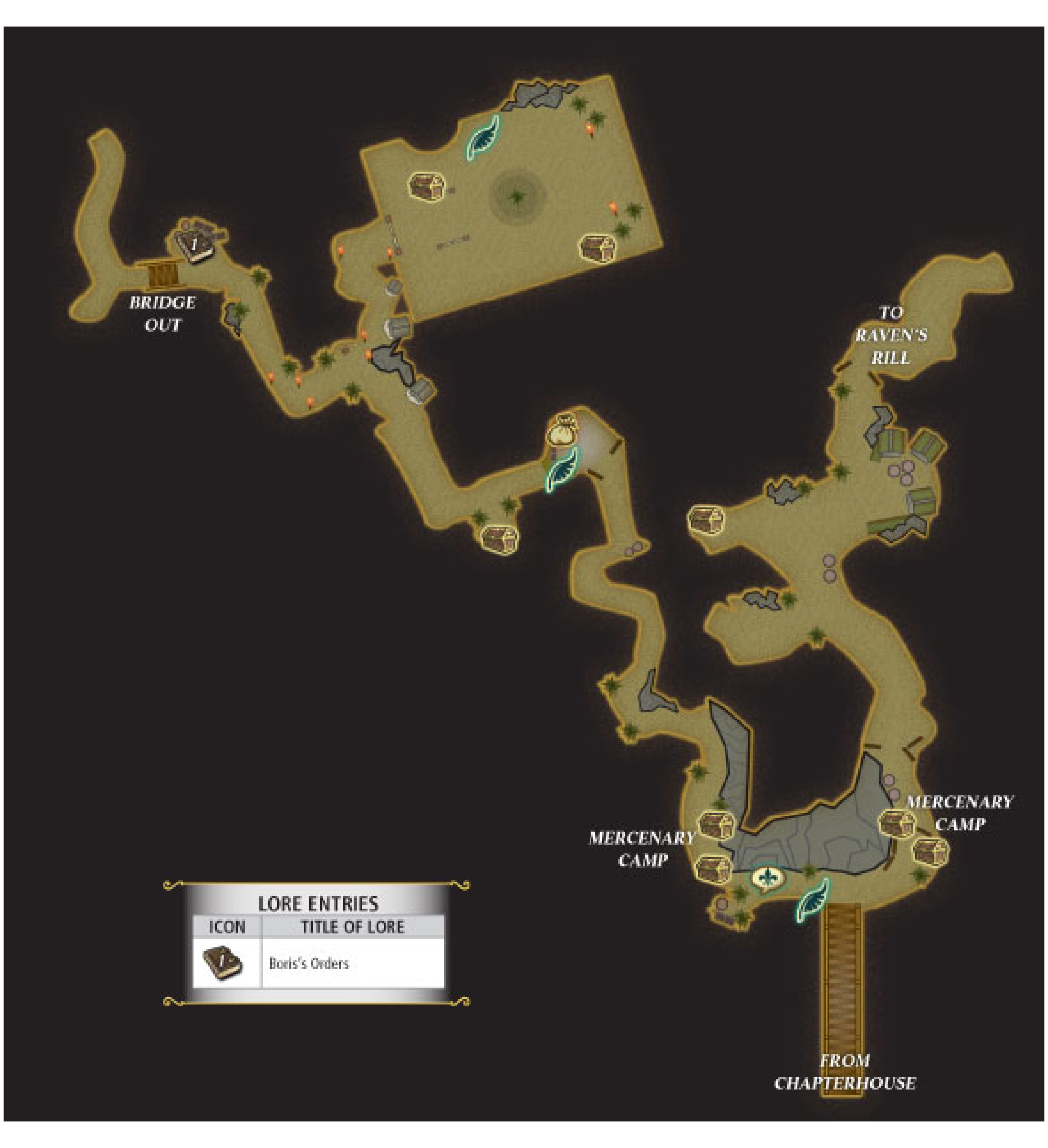
Record your progress at the nearby beacon after completing the level-up process, then begin exploring the chapterhouse to discover a variety of lootable objects. Inspect desks, bookshelves, and other such objects to discover several more lore entries as well. Give the chapterhouse a thorough search and refer to the map to ensure you find every item of interest.

Save your progress before venturing downstairs—ravenous giant spiders have nested in the basement's back room! Activate your new healing ability as you combat these vicious creatures, and don't hesitate to retreat upstairs if they begin to overwhelm you—they won't chase you very far. Shattering the spider eggs that litter the back room's floor produces loot and additional spiders. Clean the place out for a bit of profit, and search the corpse you discover for additional goods as well.



Chapter One

Pilgrims' Road Revisited



Side Quest: The Unlucky Merchant

Lucas: I have a score of my own to settle with these mercenaries. I'll get your wagon back.

When you've finished exploring the chapterhouse, leave the stronghold and cross the bridge to return to the main road. Raven's Rill lies to the right—but if you like, turn left and take a moment to help out a haggard merchant named Florin.

Find Florin's Wagon

Florin's wagon—along with all of his goods—has been stolen by a group of Lescanzi mercenaries. He has offered a reward if you can defeat the mercenaries and reclaim his wagon.

Fight your way up the road, dispatching packs of mercenaries on your way up the hill you recently descended. Be on the lookout for new treasures and lootable objects as you go—things have changed since you last traveled through here. Check the updated map to quickly discover where new fortune hides.

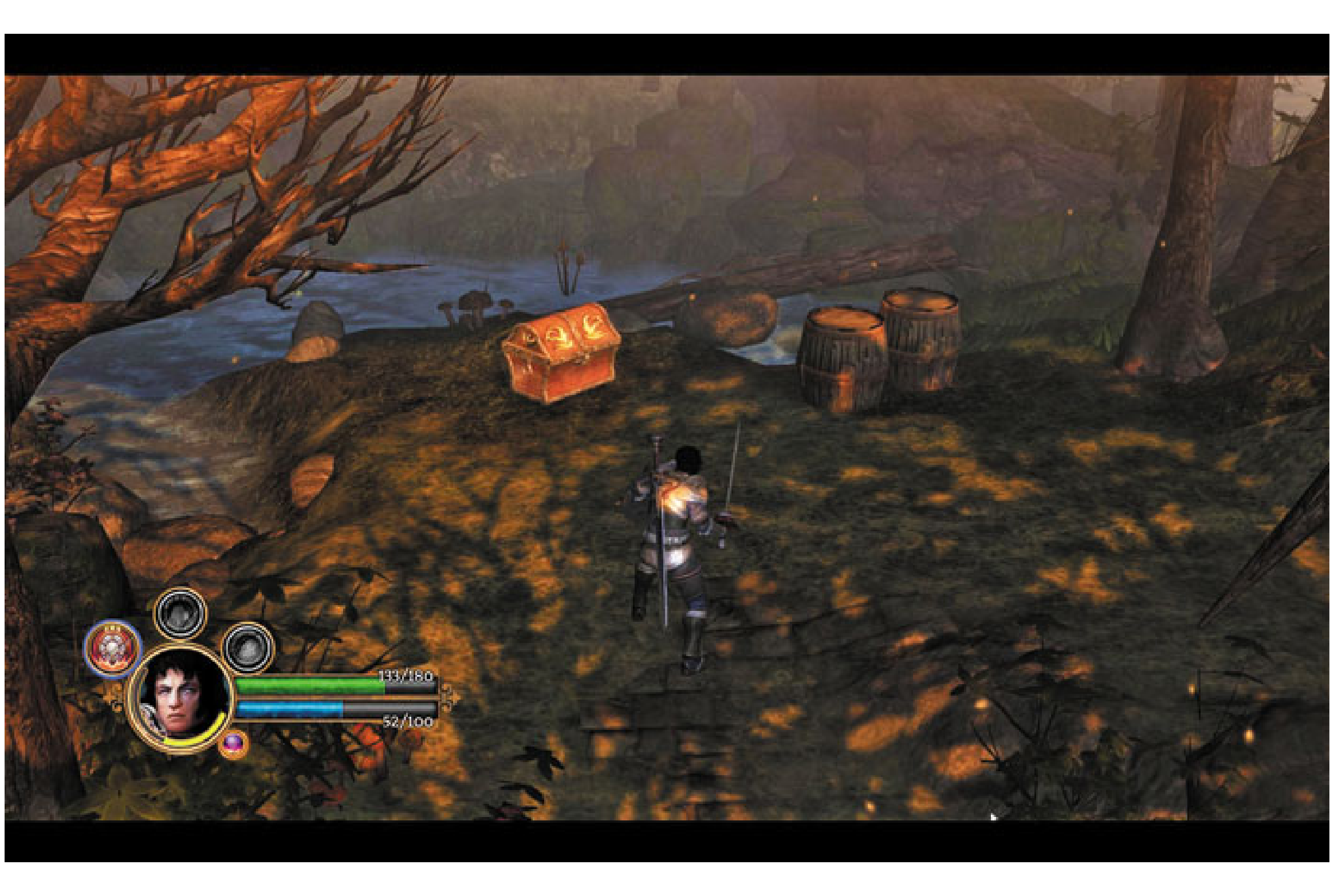
A massive group of mercenaries attacks you at the hill's summit. Dodge to avoid damage as you unload with anti-group attacks and abilities. Make use of your healing ability and don't hesitate to retreat back down the hill if needed. In a pinch, you can receive a full dose of healing by saving at the beacon back near the chapterhouse bridge.

Wipe out every mercenary to secure Florin's wagon of goods. Overwhelmed with relief, the grateful merchant happily offers to sell you his wares—and at a bargain discount, no less. Save your progress at the nearby beacon before sauntering up to Florin's wagon for a glance at his goods.

Tip

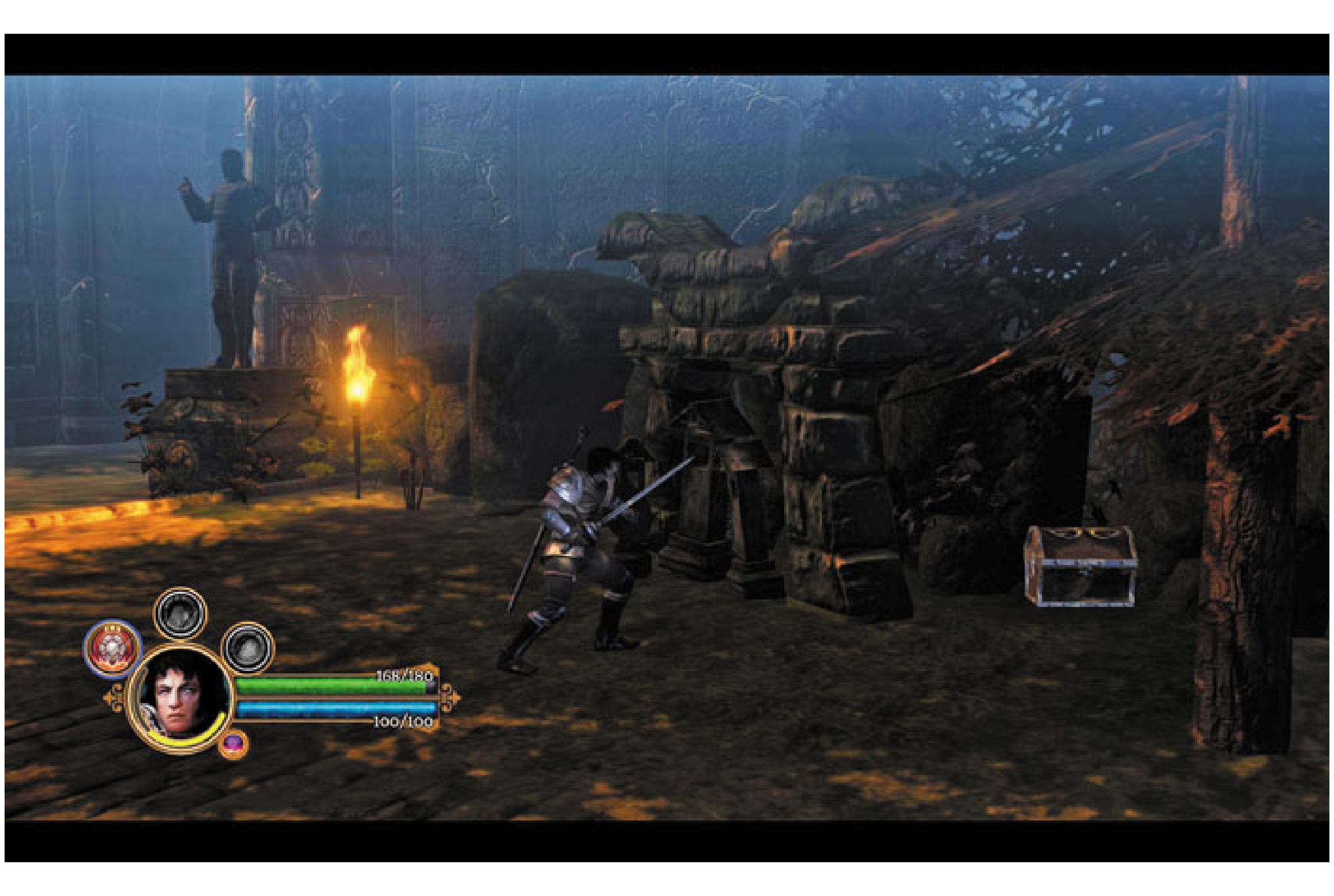
Now is an excellent time to sell off all of your unneeded items, pad your coin purse, and purchase some pristine gear for your hero. Florin and other merchants will always offer a random selection of goods, and some of Florin's gear won't be equippable to your character—make sure you see your hero's portrait behind the item's name before you buy! Weigh carefully the bang you'll get for your hard-earned buck as well—it's sometimes wiser to save your gold when the benefits of pricey items are minimal.

Pilgrims' Progress



Beyond Florin's wagon, a big chest rests in a nook to the left.

You've completed Florin's side quest, but there's still more to discover in these woods. Save your progress once more before continuing down the trail beyond Florin's wagon. The fallen log that previously blocked your progress is gone, allowing you to explore farther than before. Be ready to battle packs of mercenaries and spiders as you delve deeper into the wood.

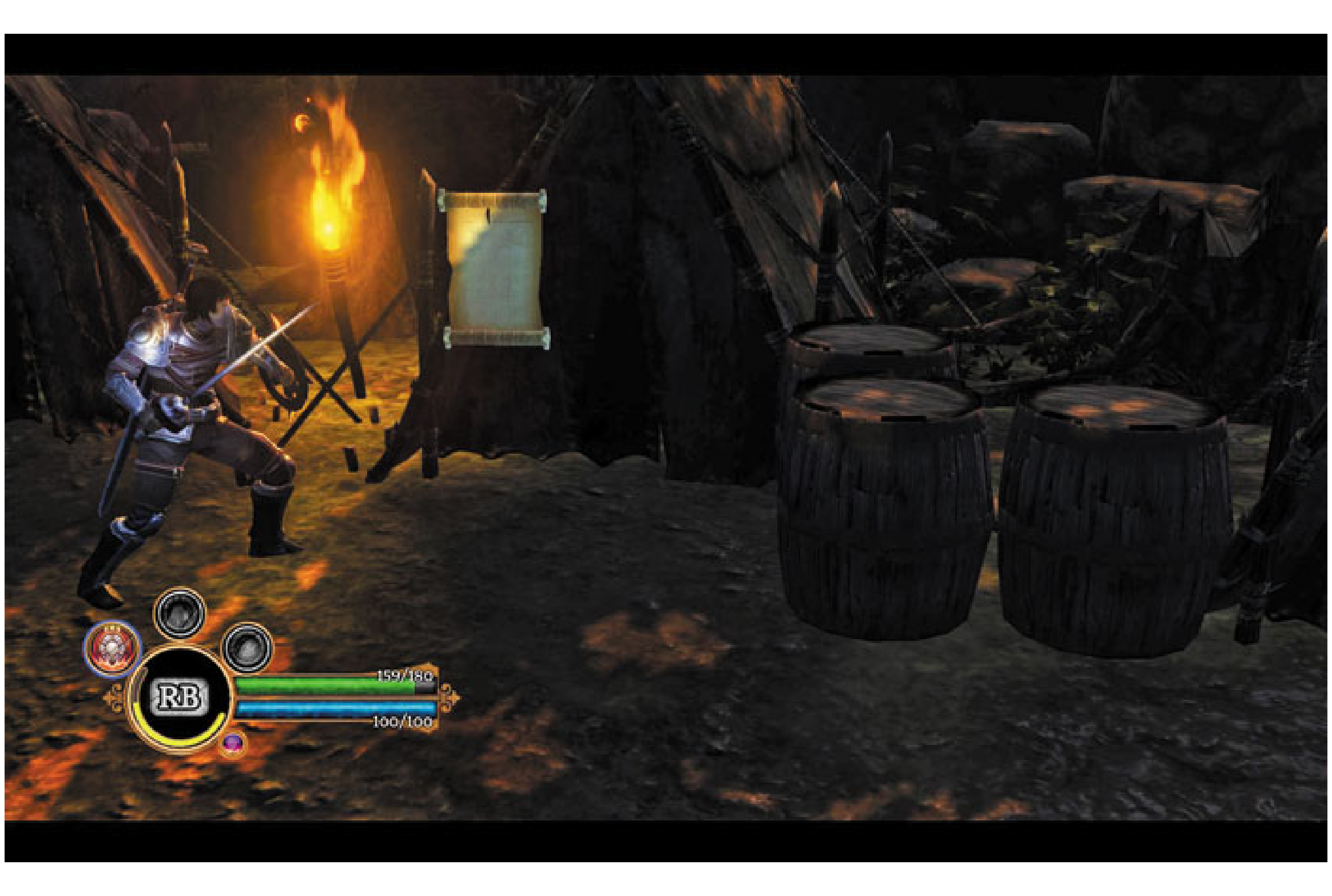


Bear right at a fork in the road to discover an old, derelict mausoleum. You can't enter the massive structure, but you can open a couple of nearby treasure chests that are concealed in the surrounding grounds. Smash the vase to the left of the crypt's door as well—something useful may pop out.

Boss Battle: Boris

Backtrack to the fork and proceed down the only trail you've yet to explore. The road ends at a small campsite, where a dangerous Lescanzi villain named Boris and a number of mercenary henchmen have holed up. Evade Boris as you dispatch his men, then focus on besting the big man himself, who can withstand plenty of punishment before he falls.

Use your healing ability when battling Boris, and retreat if things become dicey. Remember that using a save beacon will heal you back up to full HP.



Collect the valuable piece of gear that Boris drops, and inspect the scroll that's pinned to a nearby tent to acquire an interesting lore entry.

Travel to Raven's Rill

Search the far mercenary camp, along with the road that follows, to discover three more treasure chests on the way to Raven's Rill.

Open your Quest Log and make "The Search for Survivors" your active quest, then simply call up the quest guide and follow the glowing trail back down Pilgrims' Road. Pause only to dispatch the occasional band of mercenaries, and perhaps to trade with Florin once more. Continue past the chapterhouse bridge and pass through the far mercenary camp's rear gate, which is now open, to begin your trek to the Rill.

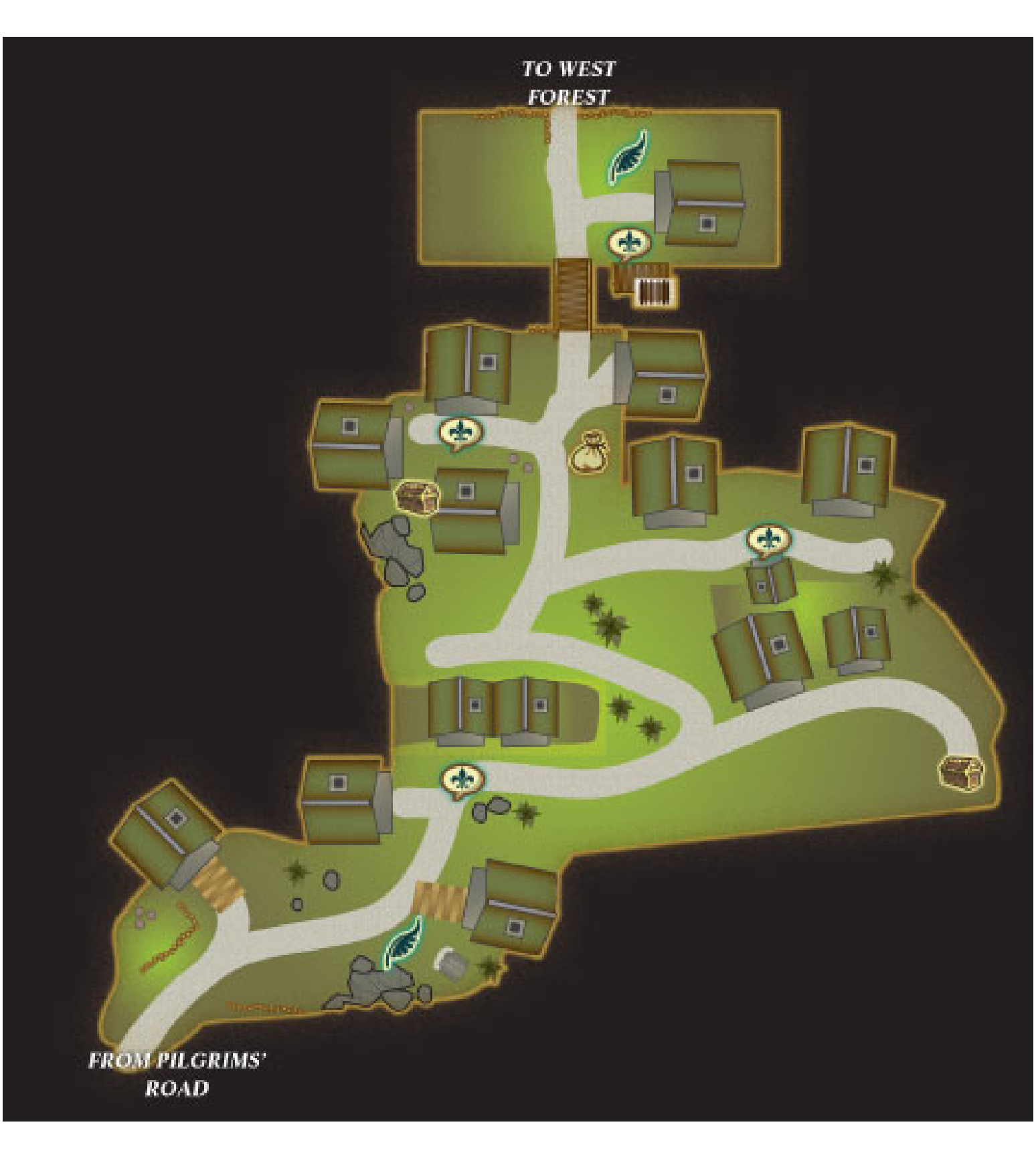
Chapter Two

The Search for Survivors

Chapter 2: The Search for Survivors

The Legion's very extinction is at hand, yet a new hope dares to grow in you. Odo lives, and he believes that other legionnaires may have escaped the clutches of your mysterious adversary—for who can say what dark force might be manipulating the ruthless Lescanzi? With few alternatives, you've decided to pay heed to Odo's advice and investigate the nearby village of Raven's Rill. Perhaps the townsfolk there will know something of the fate of your wayward peers.

Lower Raven's Rill



Ladislas

A shifty villager stands near the gate to Raven's Rill. The man reveals that the town has been occupied by the Lescanzi, and that the poor townspeople have been repeatedly terrorized by the cruel mercenaries. Ladislas has no orders to act against you, but he's reluctant to part with much information. The Legion's demise seems imminent, and Ladislas won't risk angering the Lescanzi by aiding a lonesome legionnaire.

Search the Town

Pass through the gate behind Ladislas to enter the lower portion of Raven's Rill. Save at the nearby beacon, then begin questioning the locals as you investigate the town. Some of the villagers will offer you side quests, and you can acquire your first Deed here if you complete all three available side quests without accepting any reward in return. Refer to the sidebars for details on each of these special quests.

Search the Rill's nooks and alleys to find two hidden treasure chests.

Step up to Petru's merchant cart, located in the town square, and sell off unwanted goods to receive coin for more worthy gear. Petru offers a unique artifact called a Lescanzi Luck Fetish, which any character can benefit from.

Note

Artifacts are unique, one-of-a-kind items found at certain shops or discovered through careful exploration. Most artifacts have bronze-colored names to indicate their extreme value and rarity. The walkthrough will let you know when special artifacts can be acquired—see the appendix at the back of the book for a quick-reference table that lists every artifact in the game.

Side Quest: The Widow's Revenge

Speak with Ludmila, a white-haired woman dressed in black, to learn that she's grieving over the recent murder of her husband. The poor widow asks you to avenge the death of her husband, Vaclav.

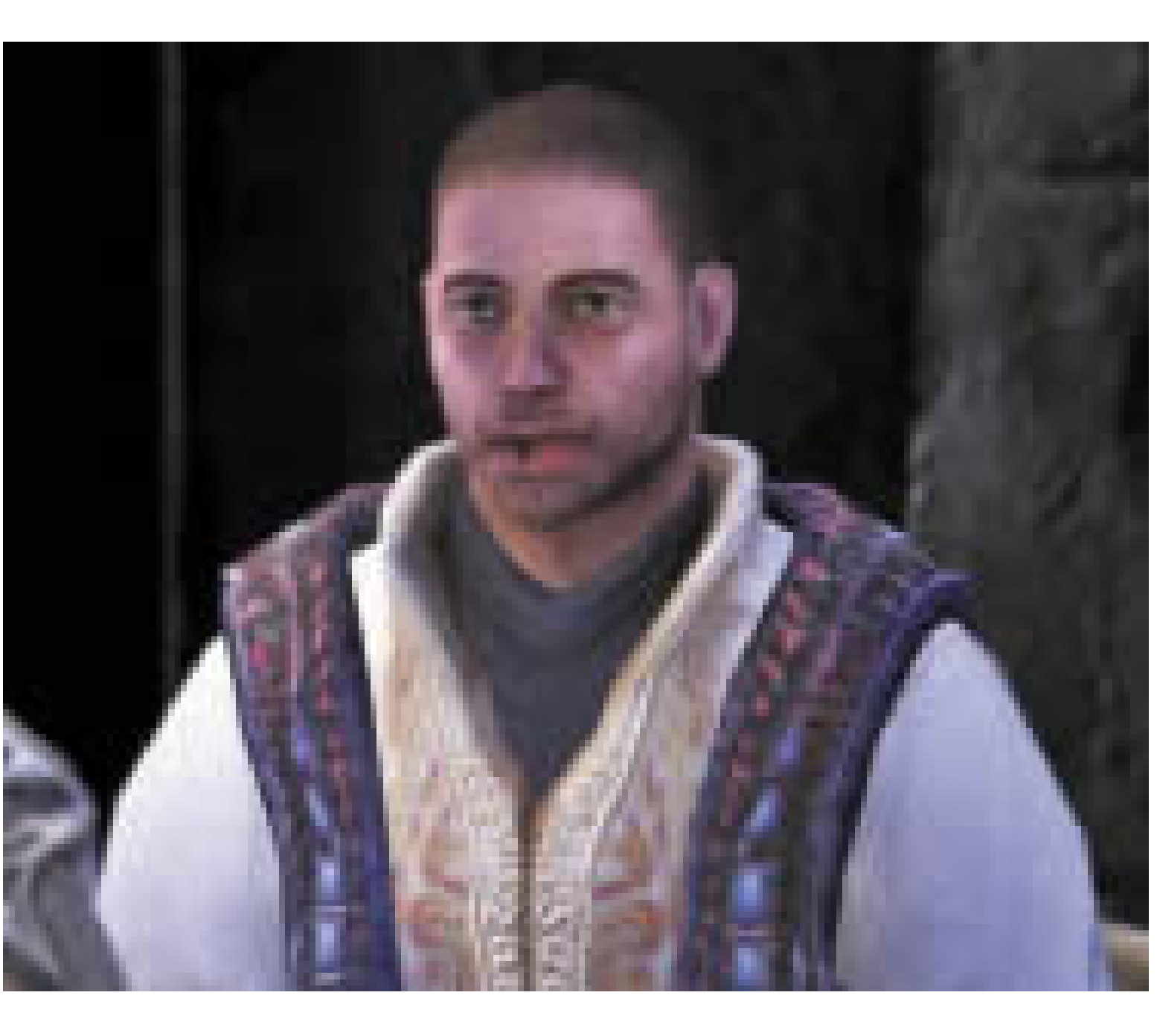
Kill Boris

The Lescanzi scoundrel who murdered Vaclav is named Boris. If you've been following this walkthrough, then you've already killed Boris—you encountered him at the opposite end of Pilgrims' Road, a good distance away from Raven's Rill. If you haven't yet fought Boris, refer to the walkthrough chapter "A Gathering in the North" to learn where he can be found, or simply accept Ludmila's quest and follow the quest guide to easily locate Boris's camp.

Side Quest: A Prized Possession

Speak with Anton, the man who stands in the alley near Petru's merchant cart, to learn that he's had a precious item stolen away from him by a notorious Lescanzi.

Defeat Ottokar



A Lescanzi sergeant named Ottokar has stolen a valuable heirloom from Anton in Raven's Rill. Anton has asked you to retrieve his stolen property.

Boss Battle: Ottokar

Exit Lower Raven's Rill via its far gate to enter the West Forest. Have at the Lescanzi mercenaries you encounter along the winding forest trail. Follow your quest guide to locate Ottokar's campsite, and dispatch the scoundrel's cohorts before slaying Ottokar himself. You automatically obtain Anton's precious statue after Ottokar falls—hurry back to Raven's Rill and return the item to Anton to restore his family honor.

Side Quest: The Fishing Hole

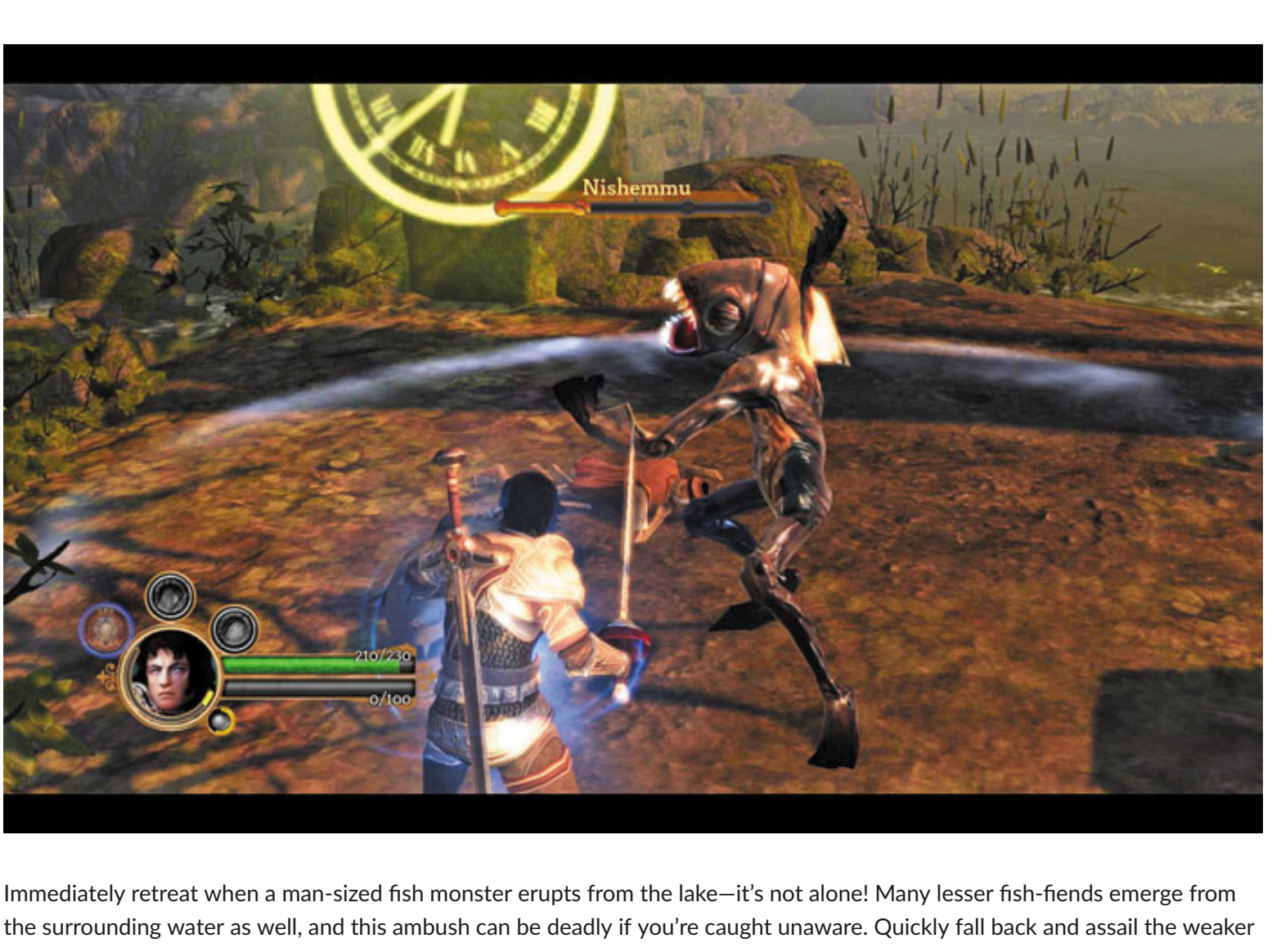
Speak with the fisherman near the town's far gate to hear a whopper of a tale involving a giant, man-eating lake monster. OK, we'll bite. Offer to help poor Yacob—and be sure to accept his special bait.

Go Fishing

Yacob, a local fisherman, has asked you to kill a beast that drove him away from his favorite fishing hole.

You may have noticed Yacob's beloved fishing hole on your way to Raven's Rill—it's just outside of town, off of Pilgrims' Road. Follow your quest guide to locate the tranquil site, and inspect the rotting corpse you find here to discover a set of inhuman tracks that lead off into the nearby lake. Gather your courage and hurl Yacob's special bait into the water.

Boss Battle: Nishemmu



Immediately retreat when a man-sized fish monster erupts from the lake—it's not alone! Many lesser fish-fiends emerge from the surrounding water as well, and this ambush can be deadly if you're caught unaware. Quickly fall back and assail the weaker fiends without letting them surround you. Cut them all down so you can focus on taming the bigger, badder Nishemmu.

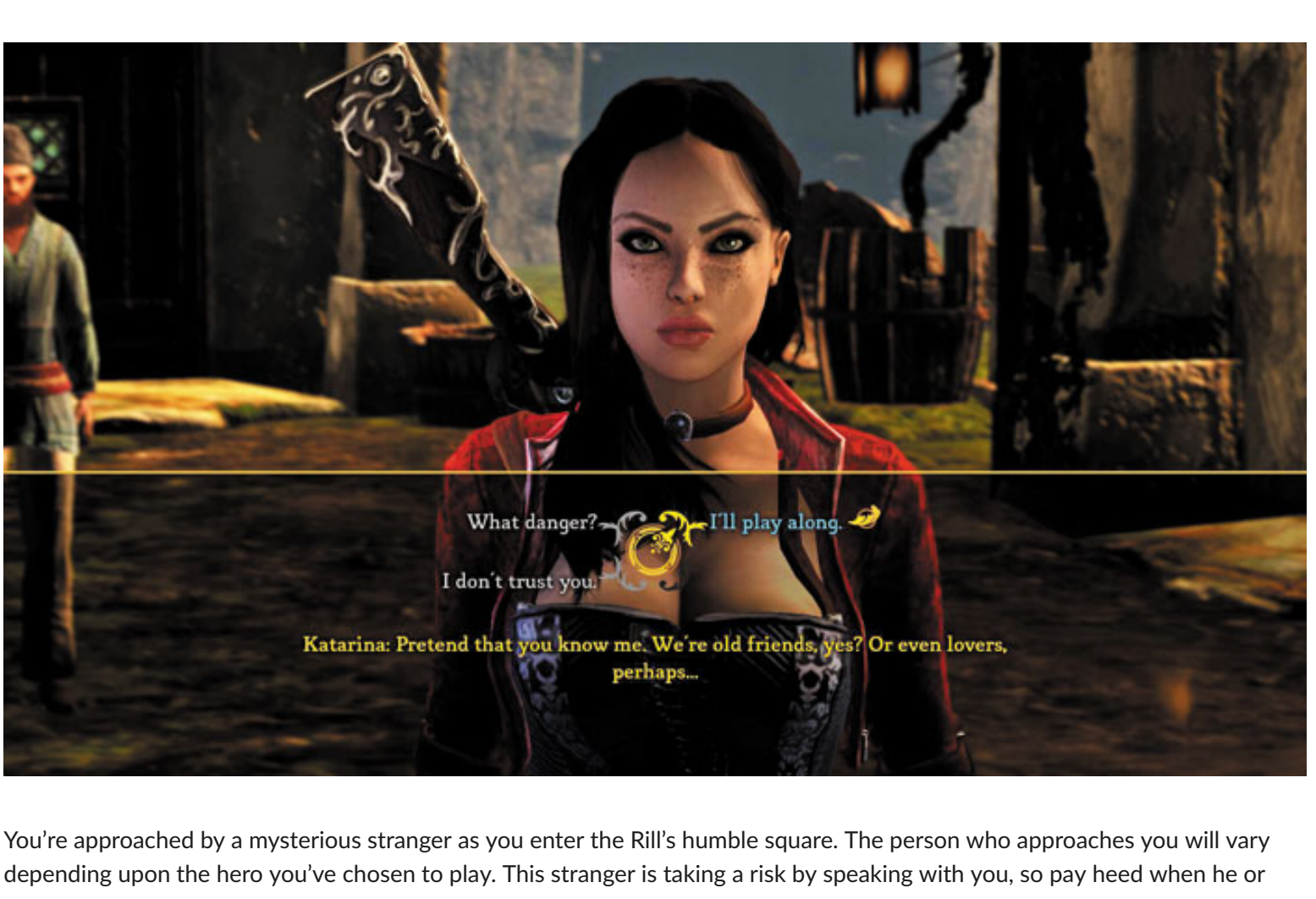
Deed Gained—
Avatar of Ultimate Virtue - ***Will +5***

You refused every reward offered to you by the humble villagers of Raven's Rill.

Talk to Grigori

Earn a villager's trust by completing any of the three side quests in Raven's Rill. That villager will then assist you by suggesting that you speak with a loyal scribe named Grigori, who likely knows what's become of the town's missing mayor, Lazar Bassili. Odo suggested that you speak with Lazar, so this is a promising lead.

Mysterious Stranger



What danger?

I'll play along.

I don't trust you.

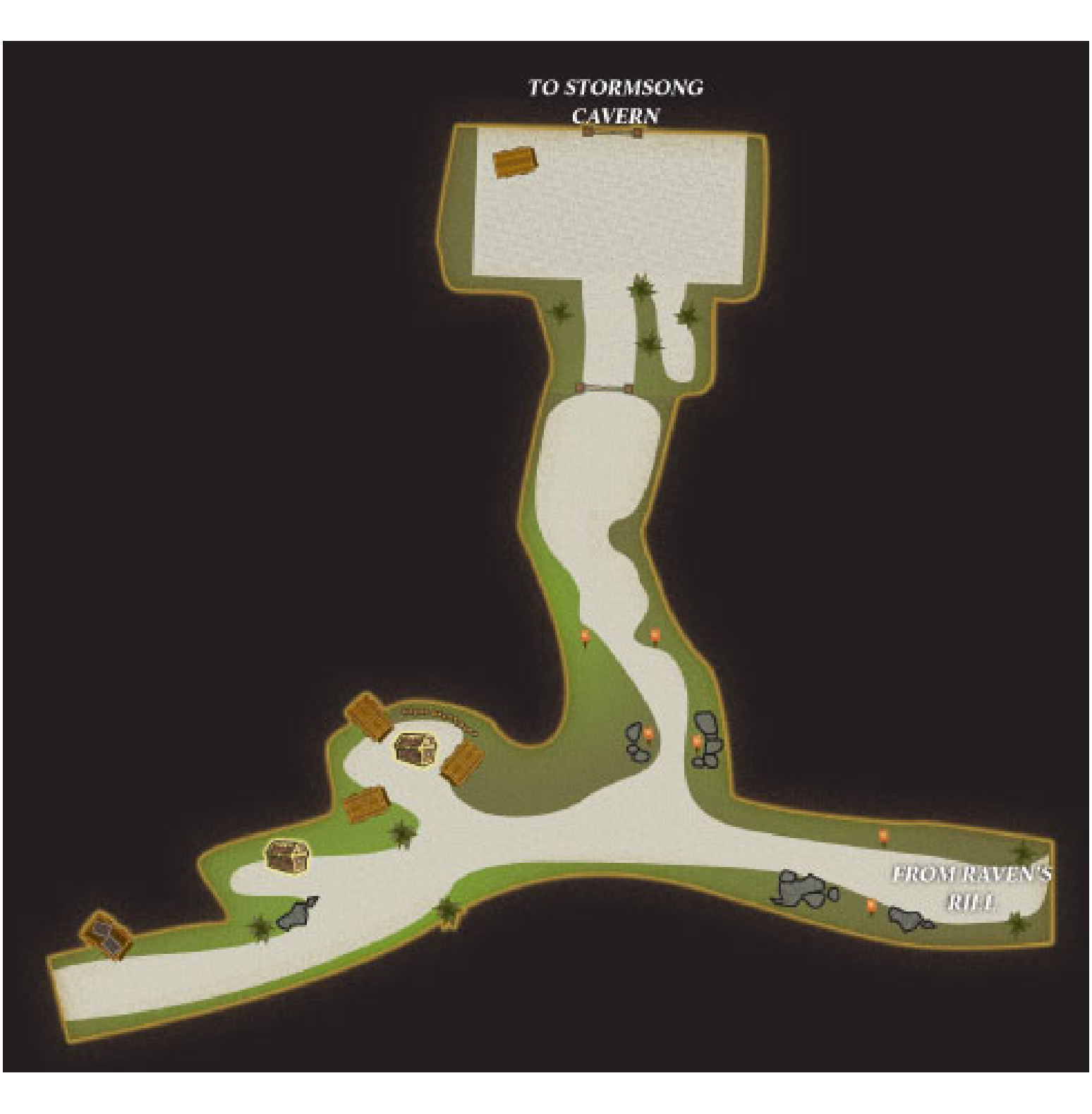
Katarina: Pretend that you know me. We're old friends, yes? Or even lovers, perhaps...

You're approached by a mysterious stranger as you enter the Rill's humble square. The person who approaches you will vary depending upon the hero you've chosen to play. This stranger is taking a risk by speaking with you, so pay heed when he or she urges you to visit a nearby cave, where the stranger tells you that an associate of theirs awaits you with vital information regarding some captured legionnaires. As unlikely as the story sounds, it's something worth pursuing.

Grigori

Grigori stands near the town square, and he's relieved to see a living legionnaire. Sadly, Grigori can't offer you much in the way of good news. He says that Lazar Bassili, the town's mayor, has been kidnapped by the villainous Lescanzi. Bassili is being held in the town hall, which is located in Upper Raven's Rill—a section of town that has been completely sealed off by the Lescanzi. Getting to Bassili doesn't sound like a viable option at present, but Grigori happily agrees to carry a message back to Odo with news of the mayor's predicament.

West Forest

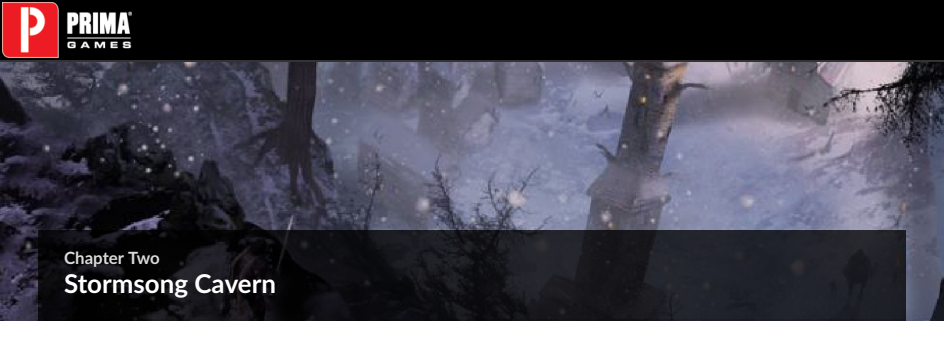


Travel to Stormsong Cavern

The West Forest is thick with Lescanzi mercenaries, and these soldiers are tougher and more seasoned than the henchmen you encountered along Pilgrims' Road. Employ your healing ability and evade as needed to avoid becoming overwhelmed. Bear right at the fork and fight your way into Stormsong Cavern, where you've been told someone with important information awaits.

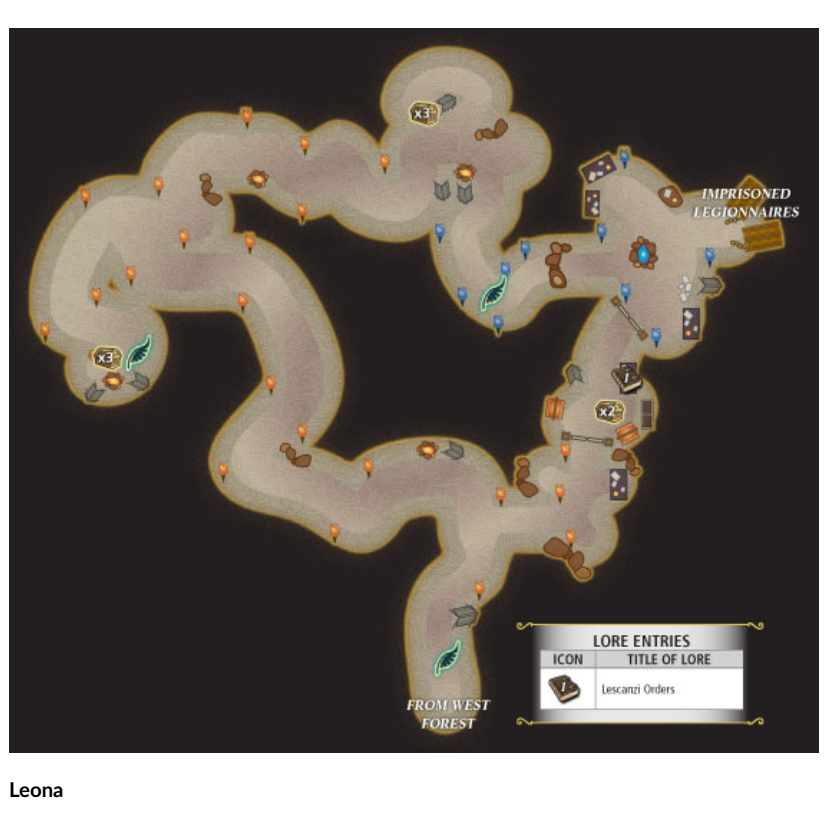
Note

You can't enter the decrepit manor at the far end of the trail at present, but you'll soon unlock its mysteries.



Chapter Two

Stormsong Cavern

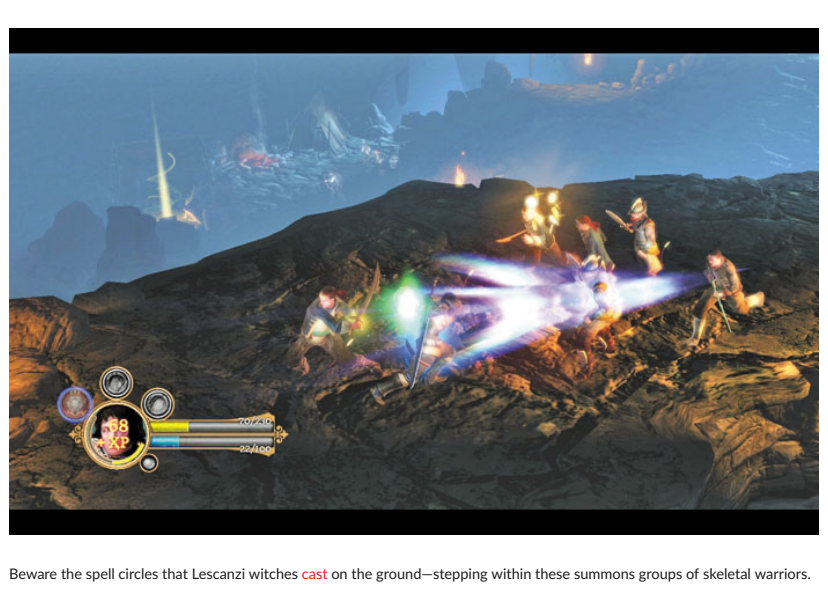


LORE ENTRIES

ICON	TITLE OF LORE
1	Lescanzi Orders

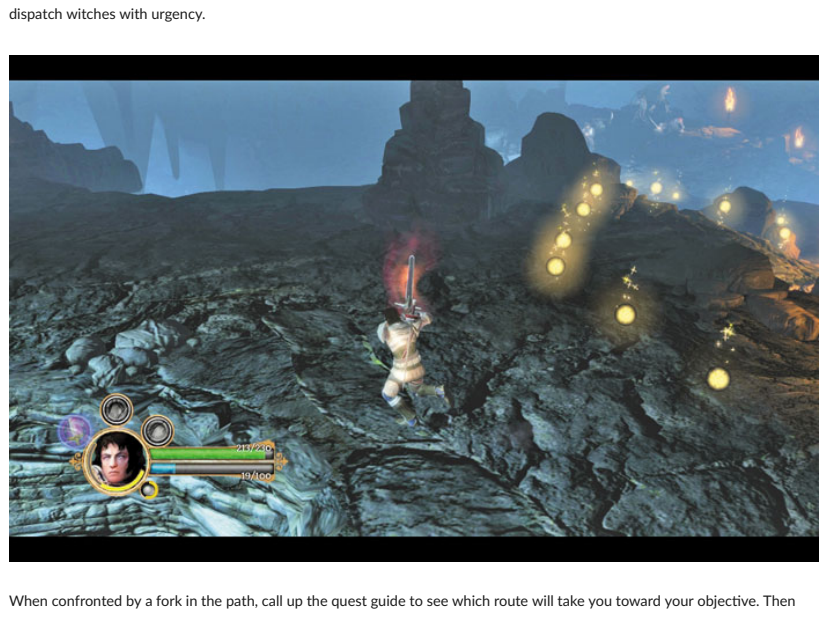
Leona

A shadowy woman awaits you just inside the cavern. She tells you her name is Leona, and that a group of devious Lescanzi witches have taken a few legionnaire survivors deeper into the cavern for "questioning." Time is short, and Leona won't say much about her purpose or motives—she only offers you a key, which she tells you will open the imprisoned legionnaires' cages.



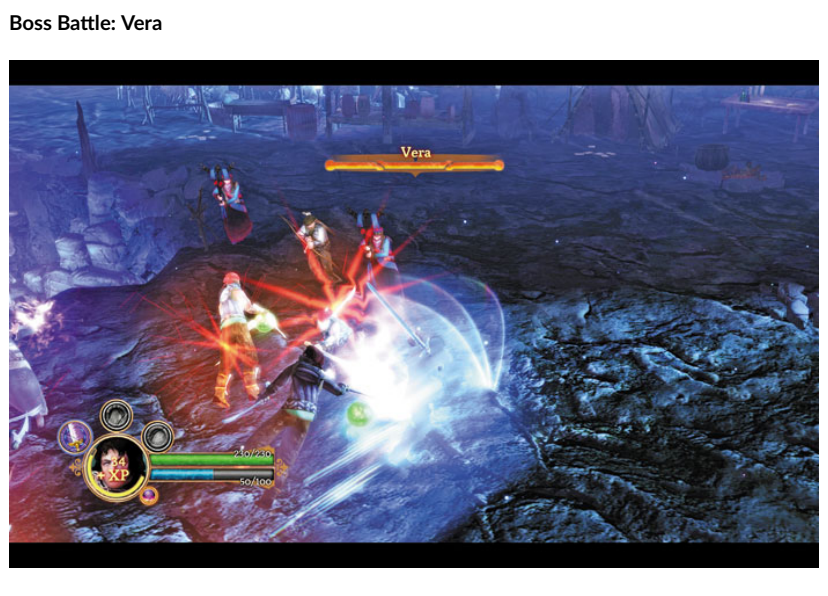
Beware the spell circles that Lescanzi witches cast on the ground—stepping within these summons groups of skeletal warriors. Skirt these circles until they dissipate.

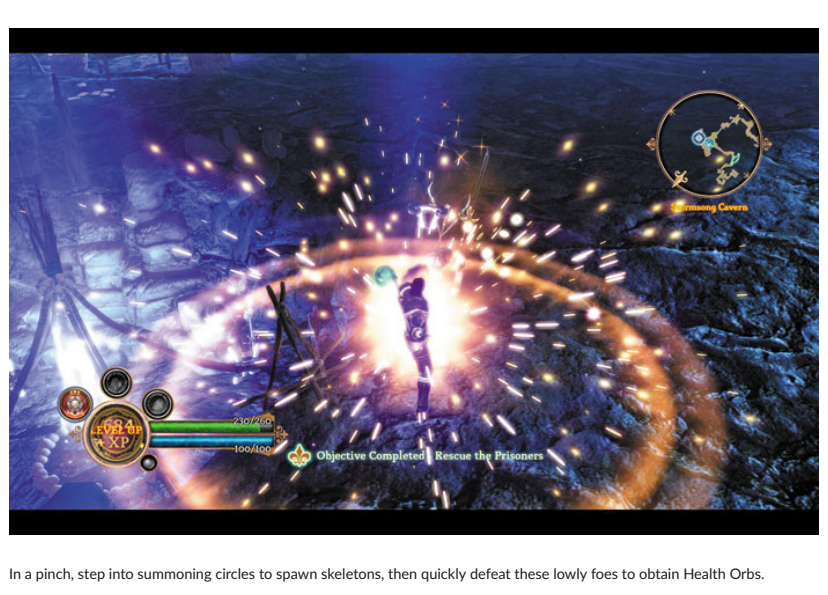
Stormsong Cavern is crawling with Lescanzi mercenaries—the same sort that you sliced through on your way here. Some enemy patrols include dangerous Lescanzi witches as well—beware their powerful spells and dodge past frontline foes to dispatch witches with urgency.



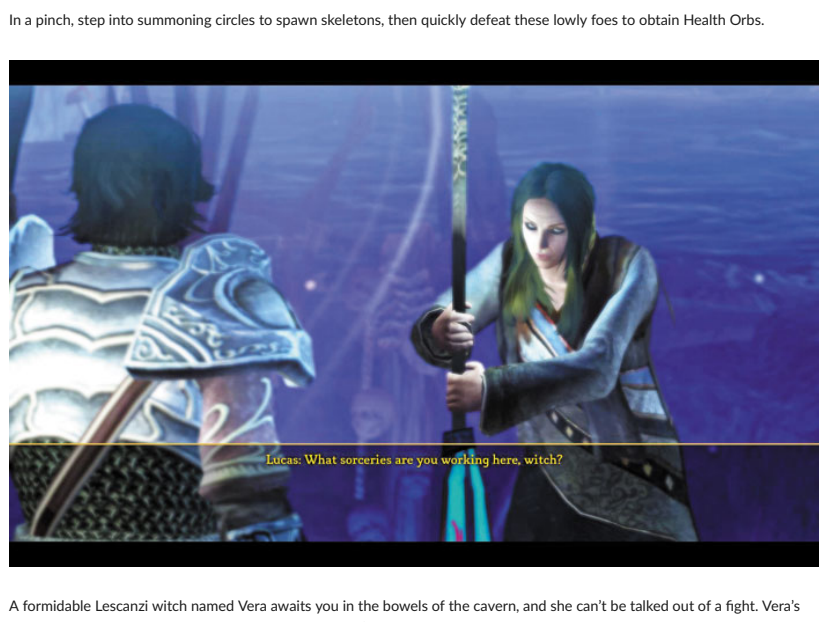
When confronted by a fork in the path, call up the quest guide to see which route will take you toward your objective. Then ignore that route and explore the side passages instead—this will lead you to an assortment of valuable treasure. Refer to the cavern's map and raid these caves thoroughly to claim plenty of worthy gear.

Boss Battle: Vera





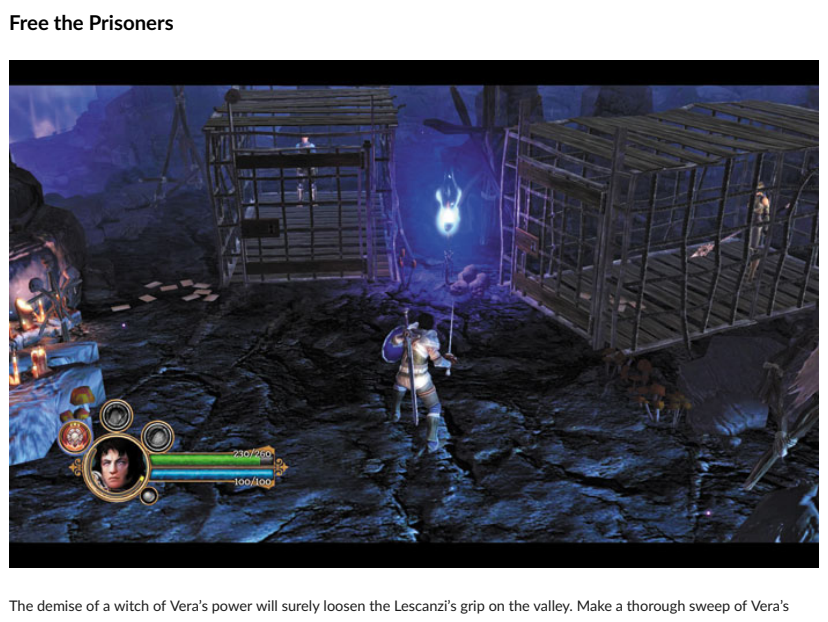
In a pinch, step into summoning circles to spawn skeletons, then quickly defeat these lowly foes to obtain Health Orbs.



Lucas: What sorceries are you working here, witch?

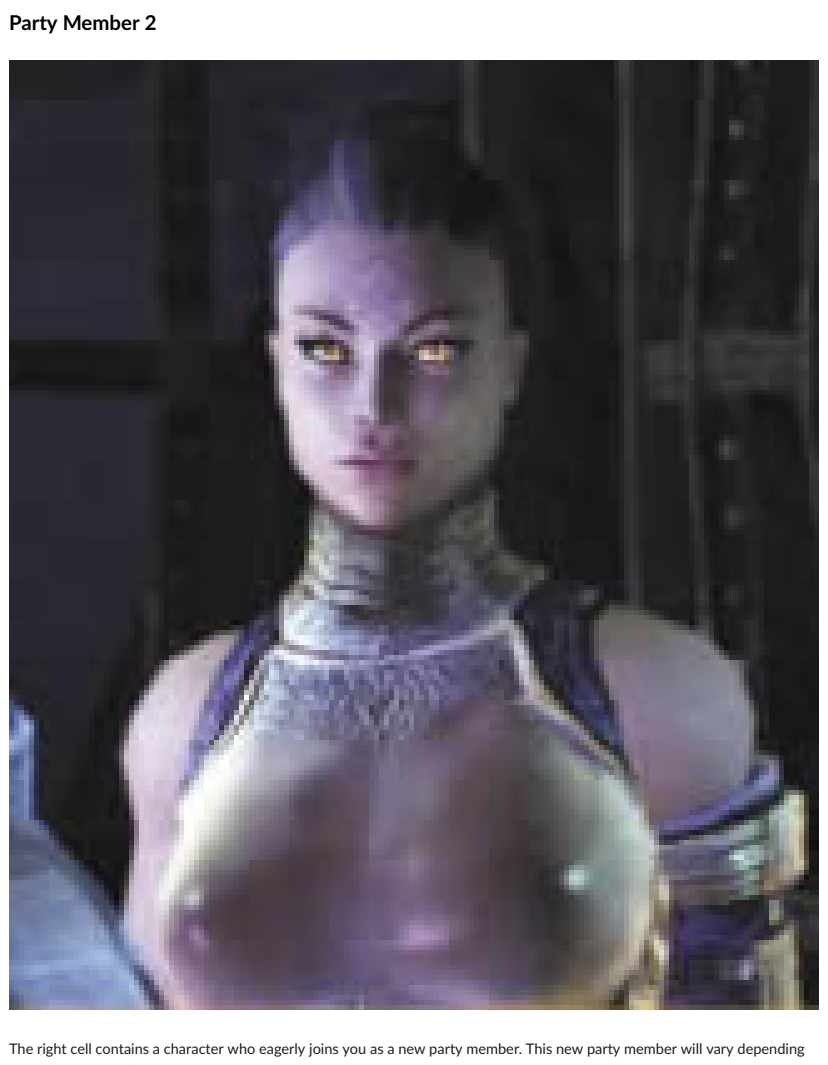
A formidable Lescanzi witch named Vera awaits you in the bowels of the cavern, and she can't be talked out of a fight. Vera's spells are similar to those of other Lescanzi witches you've faced up to this point, only Vera has had far more practice, and she casts them in lethal volleys. Dodge just before a spell strikes you—you'll avoid taking damage if you time it right. Keep away from those skeleton-summoning spell circles and simplify this fight by eliminating Vera's coven of lesser witches first.

Free the Prisoners



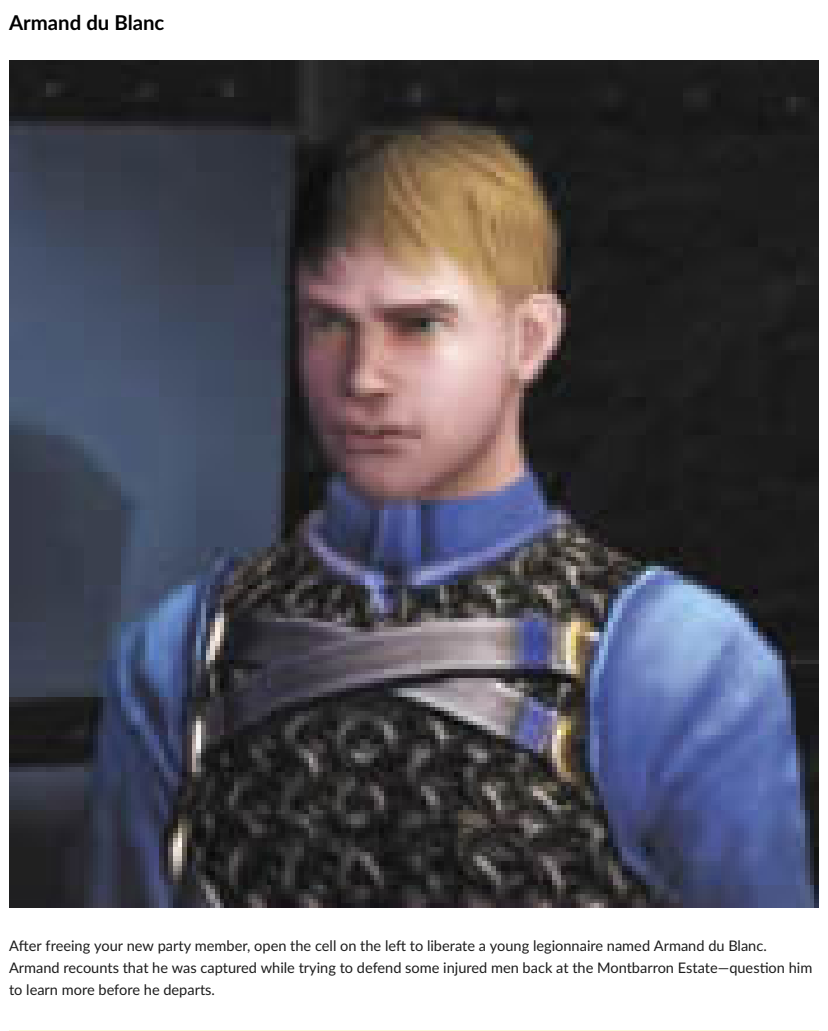
The demise of a witch of Vera's power will surely loosen the Lescanzi's grip on the valley. Make a thorough sweep of Vera's chamber for treasure, then approach the two nearby cages and open them both to at last free the two surviving legionnaires.

Party Member 2



The right cell contains a character who eagerly joins you as a new party member. This new party member will vary depending upon the hero you've chosen to play. If the character is Anjali, tell her that she "wanted justice" for the Lescanzi's terrible slaughter at the Montbarron Estate—this will gain you some Influence with the archon. Or, if the character is Lucas, say, "The Legion protects," to gain Influence with him instead.

Armand du Blanc



After freeing your new party member, open the cell on the left to liberate a young legionnaire named Armand du Blanc. Armand recounts that he was captured while trying to defend some injured men back at the Montbarron Estate—question him to learn more before he departs.

Note

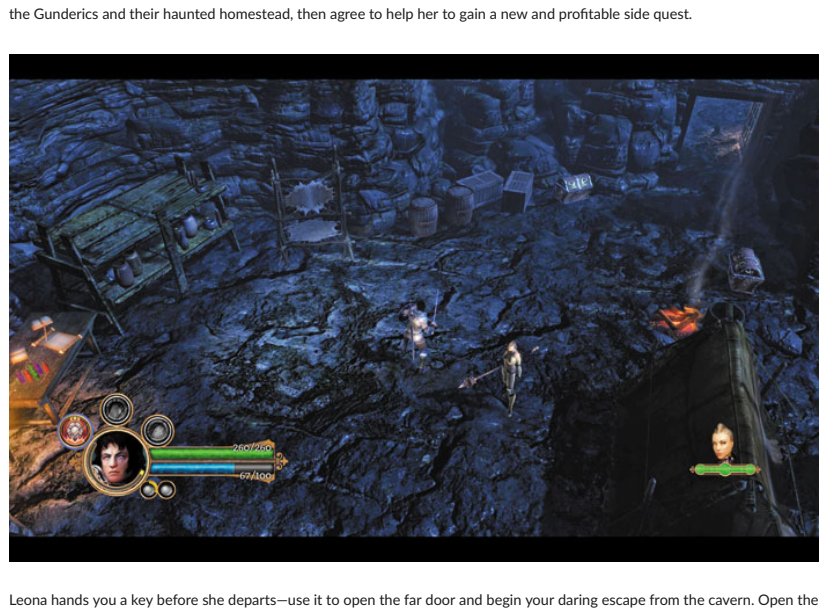
Saying all the right things during dialogues can gain you Influence with your active companion. Special Deeds are doled out when you reach Influence milestones with each party member—see the "Cast" chapter of this guide to discover all of the Deeds you can earn by gaining Influence with each hero.

Escape the Cave

Assign points to your new companion's abilities, proficiencies, and talents, then check their equipment to see if they can use any of the gear you've acquired thus far. Consider upgrading your comrade's healing and defensive traits first to give them a fighting chance—it's a good hike back to civilization.

Leona Returns

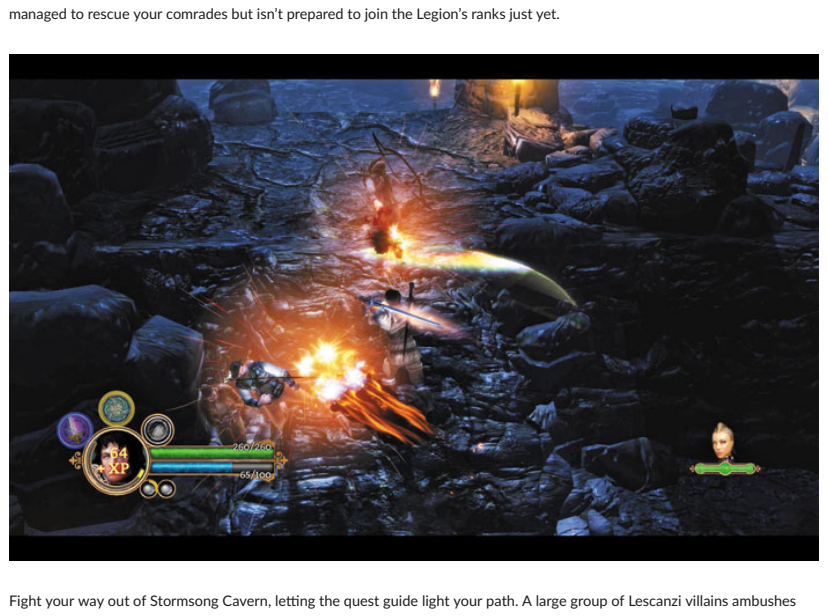
You don't get far before Leona appears and congratulates you on your victory. She then asks if you'd be willing to repay her generous assistance by banishing the undead inhabitants of the nearby Gunderic Manor. The task won't be easy, but Leona hints that she can offer you additional aid if you're kind enough to do this favor for her. Probe Leona for information regarding the Gunderics and their haunted homestead, then agree to help her to gain a new and profitable side quest.



Leona hands you a key before she departs—use it to open the far door and begin your daring escape from the cavern. Open the treasure chests that lie just beyond the door and inspect a scroll on a nearby table to acquire a new piece of lore for your collection.

The Mysterious Stranger Returns

The stranger you met in the square at Raven's Rill greets you again as you flee through the cavern. The stranger is glad that you managed to rescue your comrades but isn't prepared to join the Legion's ranks just yet.



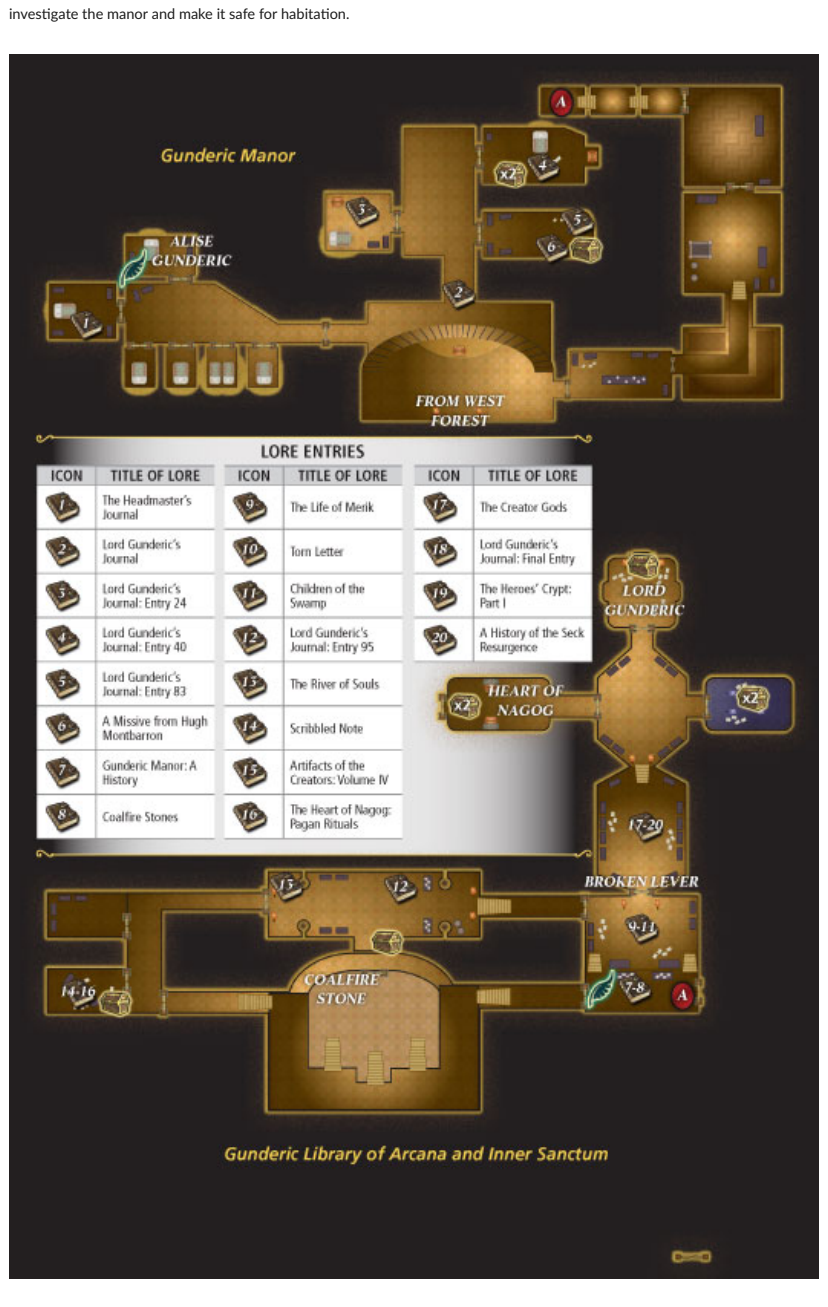
Fight your way out of Stormsong Cavern, letting the quest guide light your path. A large group of Lescanzi villains ambushes you at the mouth of the cave—unleash powerful anti-group attacks and abilities to tear them apart. Then decide your next move: either make your way back to the Legion chapterhouse to inform Odo of your success, or visit the nearby Gunderic Manor to take Leona up on her intriguing offer.

Side Quest: Gunderic Manor

Turn right after exiting Stormsong Cavern and follow the path to reach Gunderic Manor. Save at the courtyard beacon, then use the key that Leona gave you to enter the estate. Keep a lookout for two treasure chests while making your way to the manor.

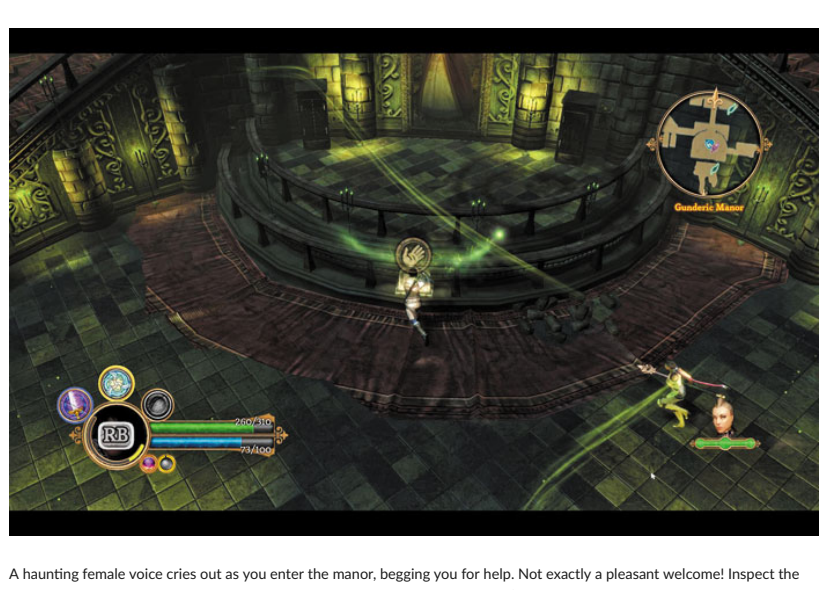
Investigate Gunderic Manor

Leona wants to take possession of Gunderic Manor, but a dangerous presence still resides in the house. She has asked you to investigate the manor and make it safe for habitation.

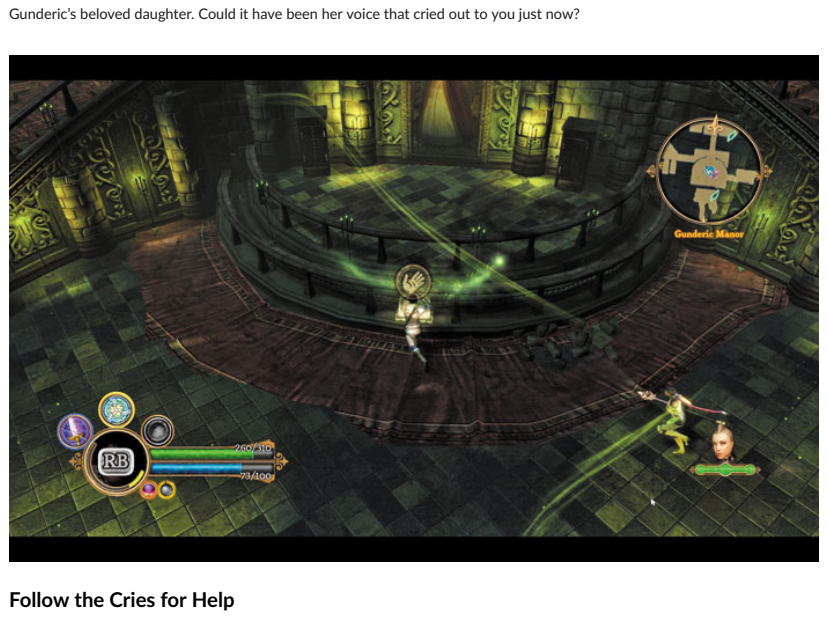


LORE ENTRIES

ICON	TITLE OF LORE	ICON	TITLE OF LORE	ICON	TITLE OF LORE
1	The Headmaster's Journal	9	The Life of Menk	17	The Creator Gods
2	Lord Gunderic's Journal	10	Torn Letter	18	Lord Gunderic's Journal: Final Entry
3	Lord Gunderic's Journal: Entry 24	11	Children of the Swamp	19	The Heroes' Crypt: Part I
4	Lord Gunderic's Journal: Entry 40	12	Lord Gunderic's Journal: Entry 95	20	A History of the Seck Resurgence
5	Lord Gunderic's Journal: Entry 83	13	The River of Souls		
6	A Missive from Hugh Montbarron	14	Scribbled Note		
7	Gunderic Manor: A History	15	Artifacts of the Creators: Volume IV		
8	Coalfire Stones	16	The Heart of Nagog: Pagan Rituals		



A haunting female voice cries out as you enter the manor, begging you for help. Not exactly a pleasant welcome! Inspect the placard near the finely crafted painting that dominates the foyer to learn that it's a likeness of Alise Gunderic, Lord Stephan Gunderic's beloved daughter. Could it have been her voice that cried out to you just now?



Follow the Cries for Help

Venture upstairs to explore the manor's second floor—the first floor's only door won't budge. Go left when you reach the top of the stairs and explore the servants' quarters. Suddenly, a door opens of its own accord—gather your courage and investigate the room beyond to locate the source of the haunting cries.

Alise Gunderic

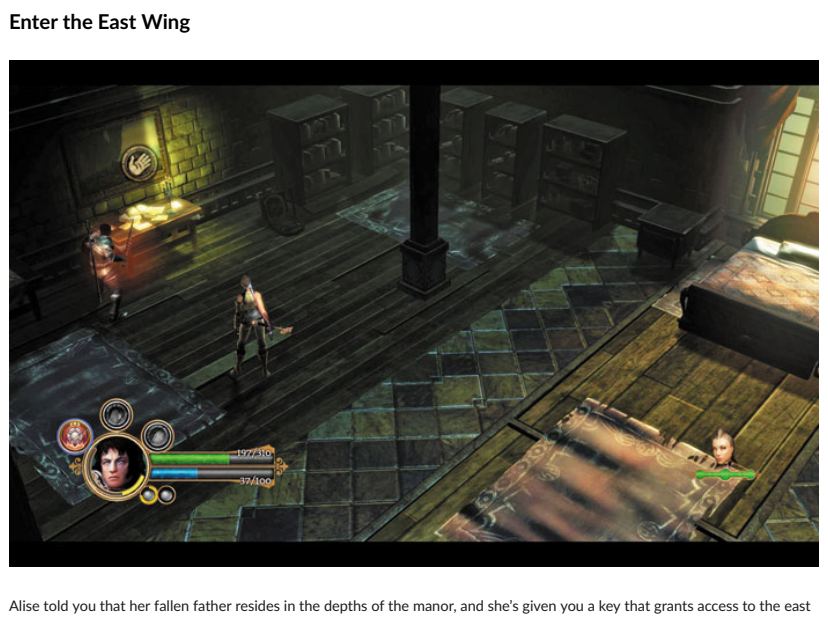
The gossamer specter of Alise Gunderic, daughter of Lord Stephan Gunderic, floats listlessly inside her quiet bedchamber. Alise tells you that the manor's evil spirits serve her father, and that defeating the fallen lord is the only way to set them free. Alise is cursed by something different, however—something powerful and old. She begs you to destroy this force, whatever it might be, and deliver her soul to rest.

Save your progress after speaking with Alise—you're ambushed by a mob of powerful undead when you exit the bedchamber. These twisted souls are not to be trifled with—dodge to avoid their vicious offense, and focus on dispatching the fragile red-hooded shamans first. Beware the skeleton warrior's fierce spin attack and ample HP—time this adversary's moves and strike when openings present themselves.

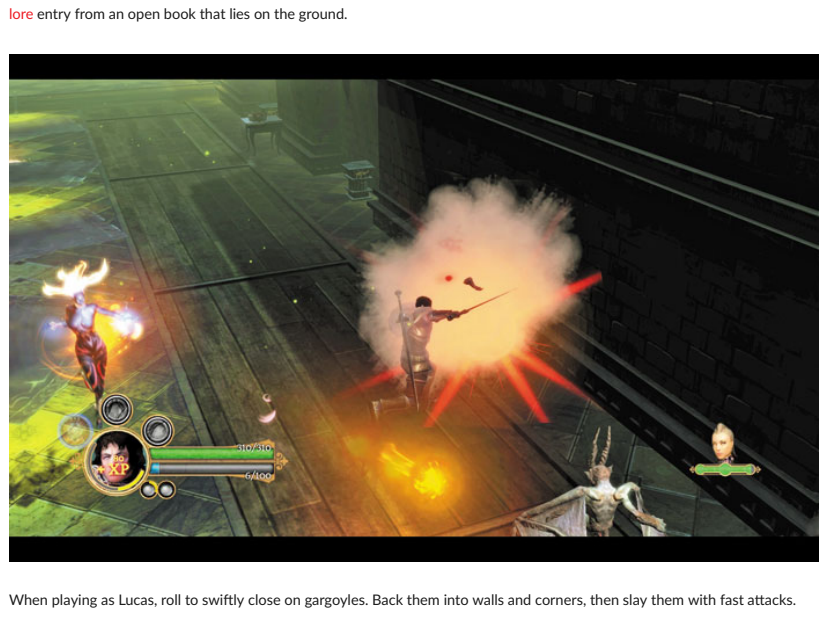
Note

More undead have spawned downstairs, so there's no place to run. If you're finding Gunderic Manor to be too much of a challenge, consider loading a previous save and carrying on with the main adventure. You can return to clear out the manor later.

Enter the East Wing

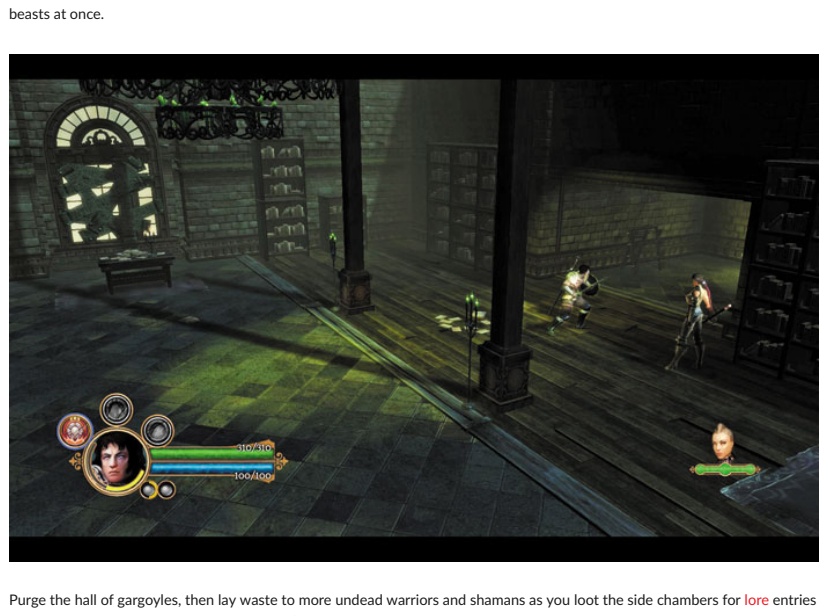


Alise told you that her fallen father resides in the depths of the manor, and she's given you a key that grants access to the east wing. Inspect the nearby office to discover a new piece of lore, then venture down the hall near the stairs to obtain another lore entry from an open book that lies on the ground.



When playing as Lucas, roll to swiftly close on gargoyles. Back them into walls and corners, then slay them with fast attacks.

Gargoyle statues line the walls ahead, springing to life as you approach. Use ranged attacks to dispatch these swift sentries from afar. Retreat several paces each time you awaken a gargoyle—you don't want to stir more than a few of these dangerous beasts at once.



Purge the hall of gargoyles, then lay waste to more undead warriors and shamans as you loot the side chambers for lore entries and valuables. Carefully inspect the far room's bookshelves to discover a secret alcove with treasure inside, along with an interesting note.

Loot Lord Gunderic's study to acquire more lore entries, some goods from a chest, and a vital key.

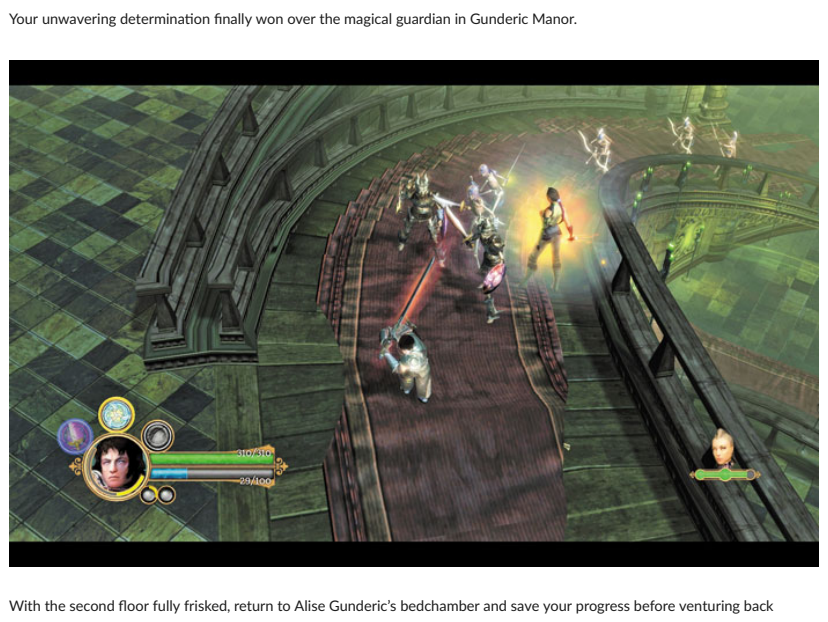
By now, you've likely discovered a note or lore entry in which a secret password is revealed. Even if you haven't found the password, you can try to guess it. Speak with the magical door guardian in the second floor hall and utter the password "Nagog" to gain entry to Lord Gunderic's secret study. If you haven't found the password, just keep guessing until the door guardian bursts into laughter and lets you pass. The manner in which you solve this little puzzle determines the type of Deed you receive at this point.

Deed Gained—
Solver of Ciphers - ***Agility +2***

You discovered the password to the magically sealed door in Gunderic Manor.

Deed Gained—Trial and Error - ***Stamina*** + 2

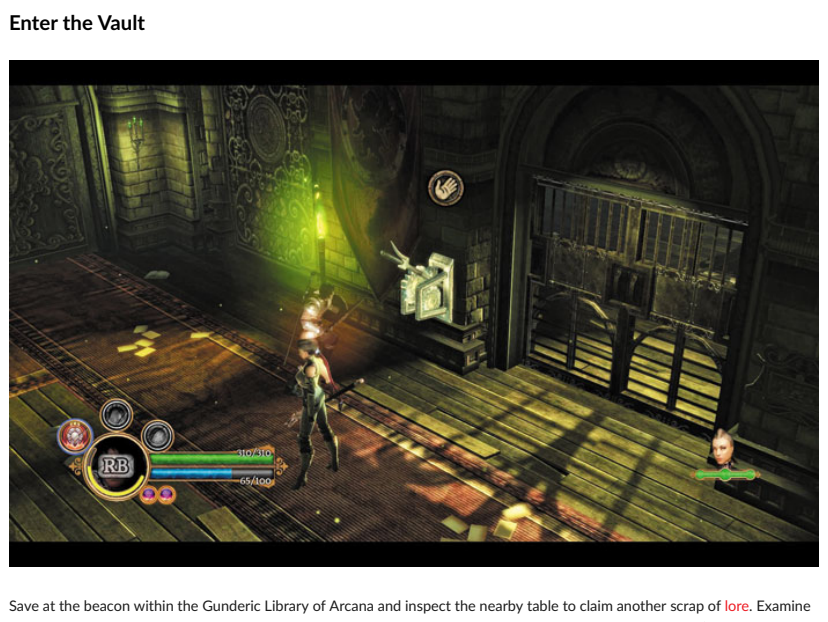
Your unwavering determination finally won over the magical guardian in Gunderic Manor.



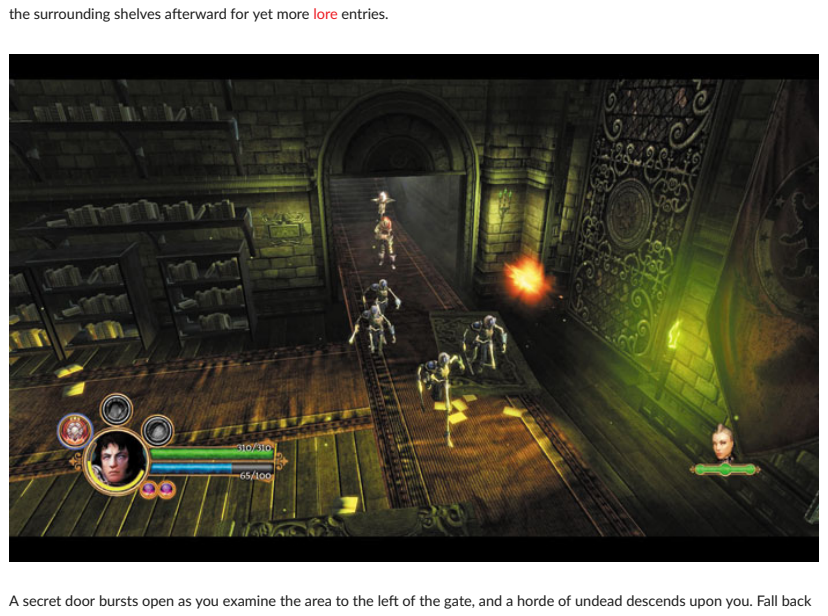
With the second floor fully frisked, return to Alise Gunderic's bedchamber and save your progress before venturing back downstairs. A host of undead shamans and warriors have taken up residence here—slay them all, retreating upstairs if matters become dire.

The key Alise gave you unlocks the first-floor door, granting you access to the manor's east wing. Cut through additional hordes of undead as you fight your way through a dining area and series of cellars. You eventually reach a lavish basement area called the Gunderic Library of Arcana. Clearly, Lord Gunderic had more than a passing interest in the arcane arts—something worth remembering.

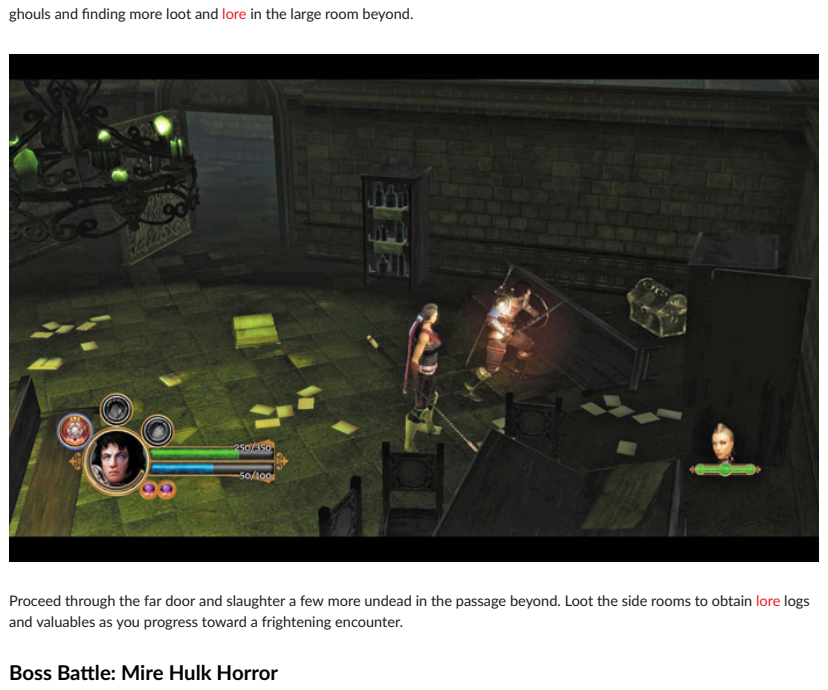
Enter the Vault



Save at the beacon within the Gunderic Library of Arcana and inspect the nearby table to claim another scrap of lore. Examine the lever near the far gate to learn that something appears to be missing from the mechanism—the lever won't budge. Inspect the surrounding shelves afterward for yet more lore entries.

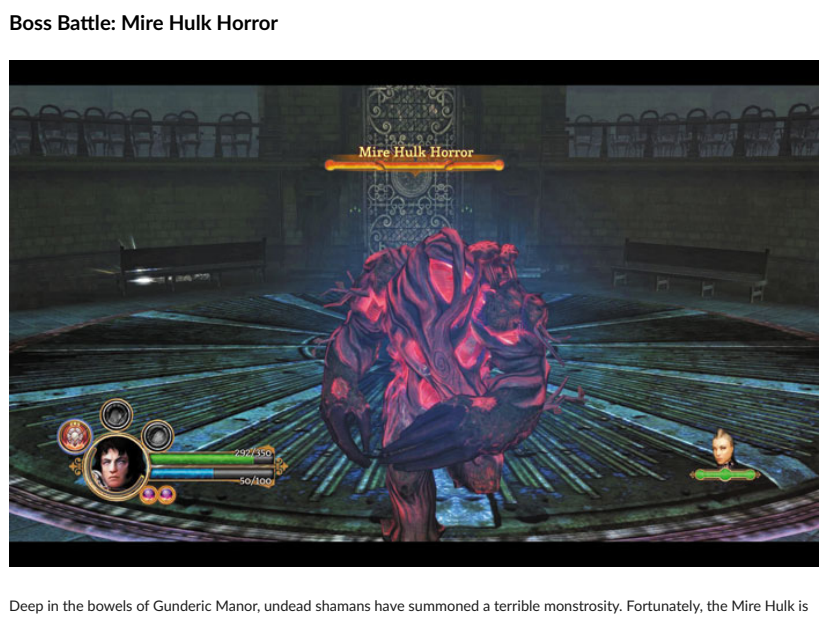


A secret door bursts open as you examine the area to the left of the gate, and a horde of undead descends upon you. Fall back and dodge to avoid damage as you tear the fiends apart. Fight your way up the secret passage afterward, clearing out more ghouls and finding more loot and lore in the large room beyond.

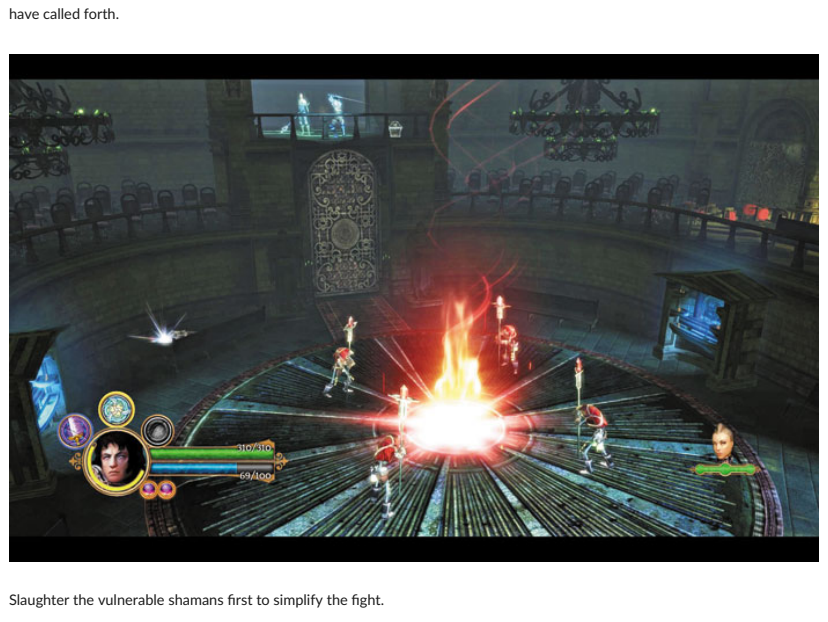


Proceed through the far door and slaughter a few more undead in the passage beyond. Loot the side rooms to obtain lore logs and valuables as you progress toward a frightening encounter.

Boss Battle: Mire Hulk Horror



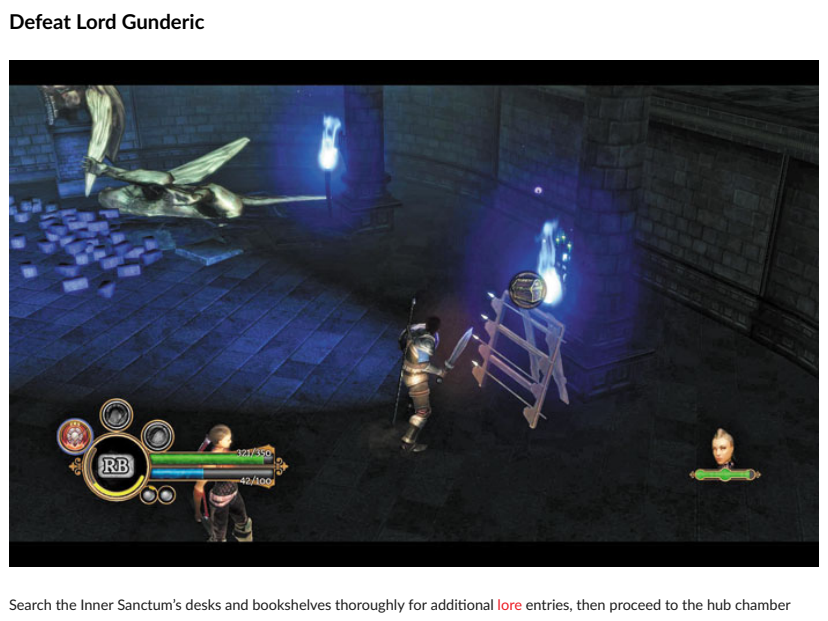
Deep in the bowels of Gunderic Manor, undead shamans have summoned a terrible monstrosity. Fortunately, the Mire Hulk is a simple brute with predictable attacks. Use the ample amount of room to outmaneuver the Mire Hulk, and stay out of its range until you've eliminated all of the shamans. Then turn your efforts to slaying the nightmarish creature that the shamans have called forth.



Slaughter the vulnerable shamans first to simplify the fight.

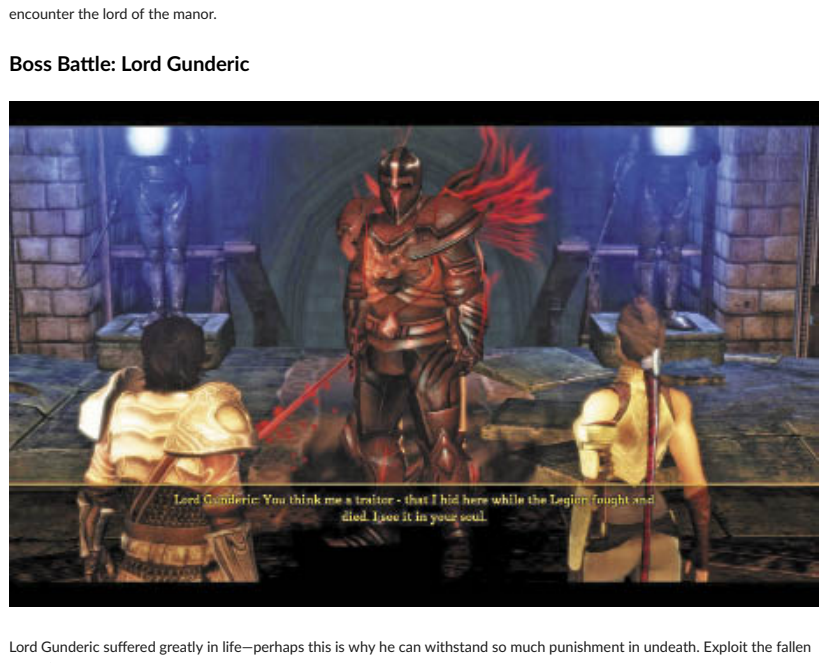
When victory is at last yours, search a nearby corpse to obtain a vital item called a Coalfire Stone. This is just the thing you need—explore onward to find your way back to the save beacon and gate. Save your game, then insert the Coalfire Stone into the lever near the gate to repair the mechanism. Pull the lever afterward to open the gate so you can advance to the Inner Sanctum.

Defeat Lord Gunderic



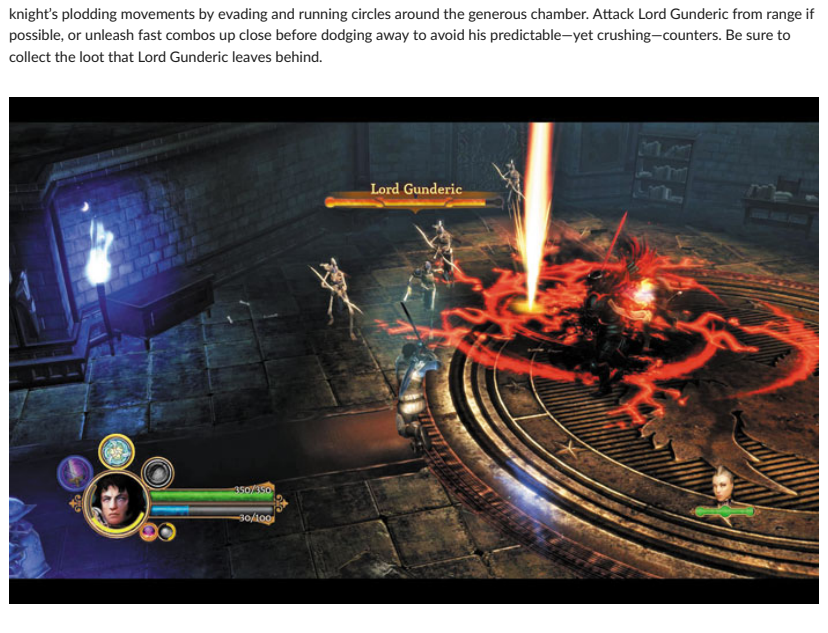
Search the Inner Sanctum's desks and bookshelves thoroughly for additional lore entries, then proceed to the hub chamber that follows. First, go right and loot a side room to obtain some new gear. Then exit the side room and go right again to at last encounter the lord of the manor.

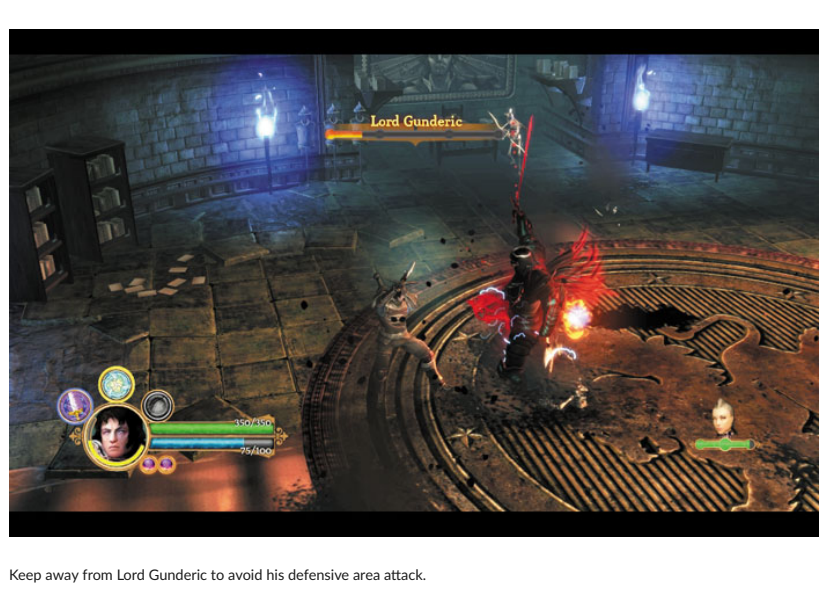
Boss Battle: Lord Gunderic



Lord Gunderic: You think me a traitor - that I hid here while the Legion fought and died. I see it in your soul.

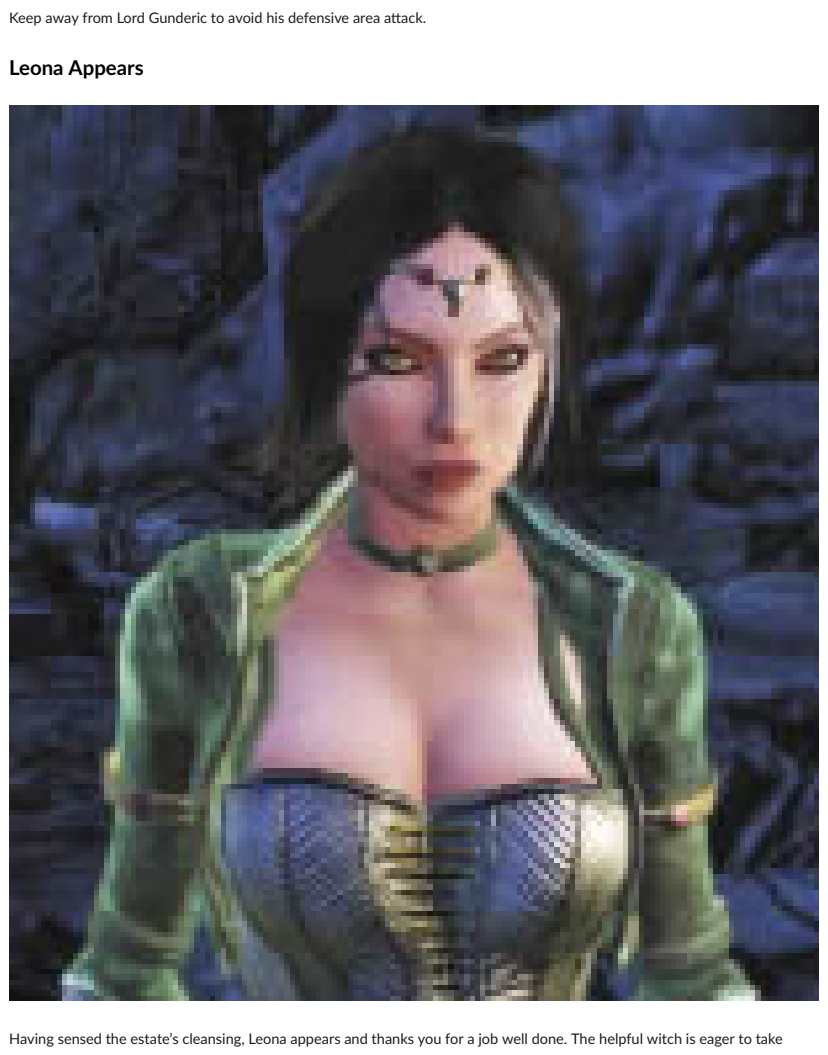
Lord Gunderic suffered greatly in life—perhaps this is why he can withstand so much punishment in undeath. Exploit the fallen knight's plodding movements by evading and running circles around the generous chamber. Attack Lord Gunderic from range if possible, or unleash fast combos up close before dodging away to avoid his predictable—yet crushing—counters. Be sure to collect the loot that Lord Gunderic leaves behind.





Keep away from Lord Gunderic to avoid his defensive area attack.

Leona Appears



Having sensed the estate's cleansing, Leona appears and thanks you for a job well done. The helpful witch is eager to take control of the manor and learn from its secrets, and she'll reward you with a special artifact if you agree to hand over the property here and now.

However, if you like, you may instead choose to displease Leona by keeping the valuable manor under Legion control—this upsets Leona a bit, but she remains loyal to the Legion and rewards you for clearing out the manor anyway. The choice is yours, and it determines the Deed that you receive at this point in the adventure.

Deed Gained—
Lescanzi Ally - ***Will +3***

You ceded control of Gunderic Manor to the Lescanzi witch, Leona.

Deed Gained—
Legion Caretaker - ***Stamina +3***

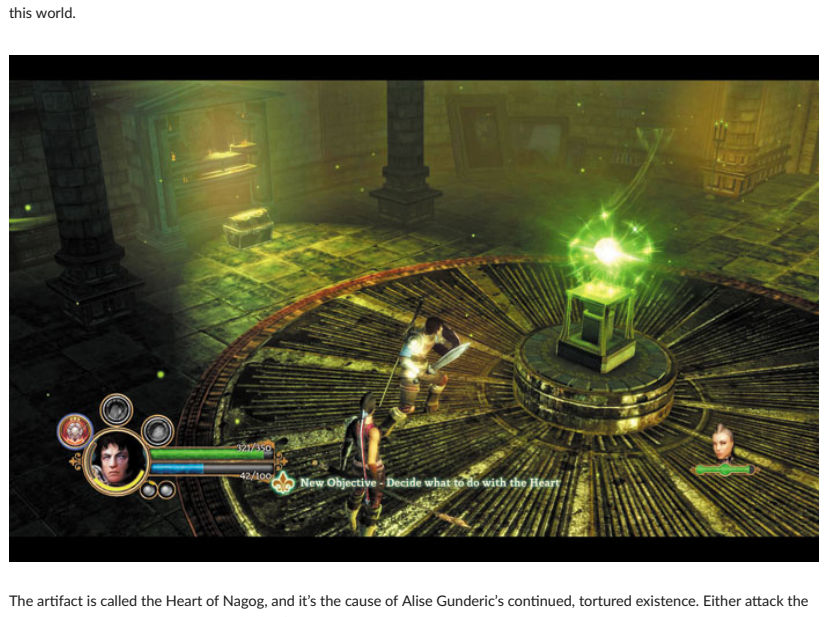
You decided that the Legion should retain control of Gunderic Manor.

Side Quest: A Wayward Soul

You've cleansed Gunderic Manor of its unsettling presence—now you must decide Alise Gunderic's fate. Use the key you found in Lord Gunderic's second-floor study to enter the remaining side room. Here, you discover a wondrous artifact that radiates intense and magical light.

The Heart of Nagog

The spirit of Alise Gunderic is trapped in Gunderic Manor. She asked you to find and destroy the artifact that binds her soul to this world.

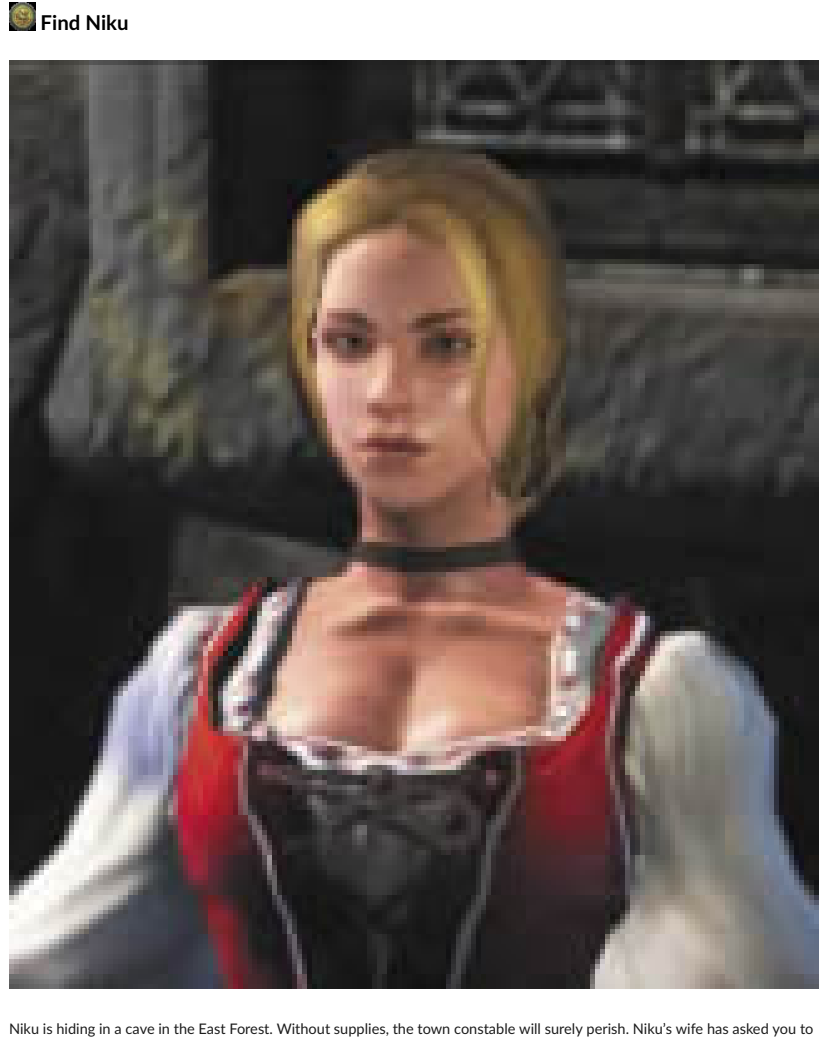


The artifact is called the Heart of Nagog, and it's the cause of Alise Gunderic's continued, tortured existence. Either attack the Heart of Nagog to destroy it and send Alise's poor soul to rest, or leave it intact and continue to doom Alise to undeath. You must destroy the Heart of Nagog to free Alise, complete her side quest, and earn your loot and XP rewards. It is possible to leave the Heart of Nagog intact, but there is no benefit to doing so; destroying it is recommended.

Side Quest: Hiding Out

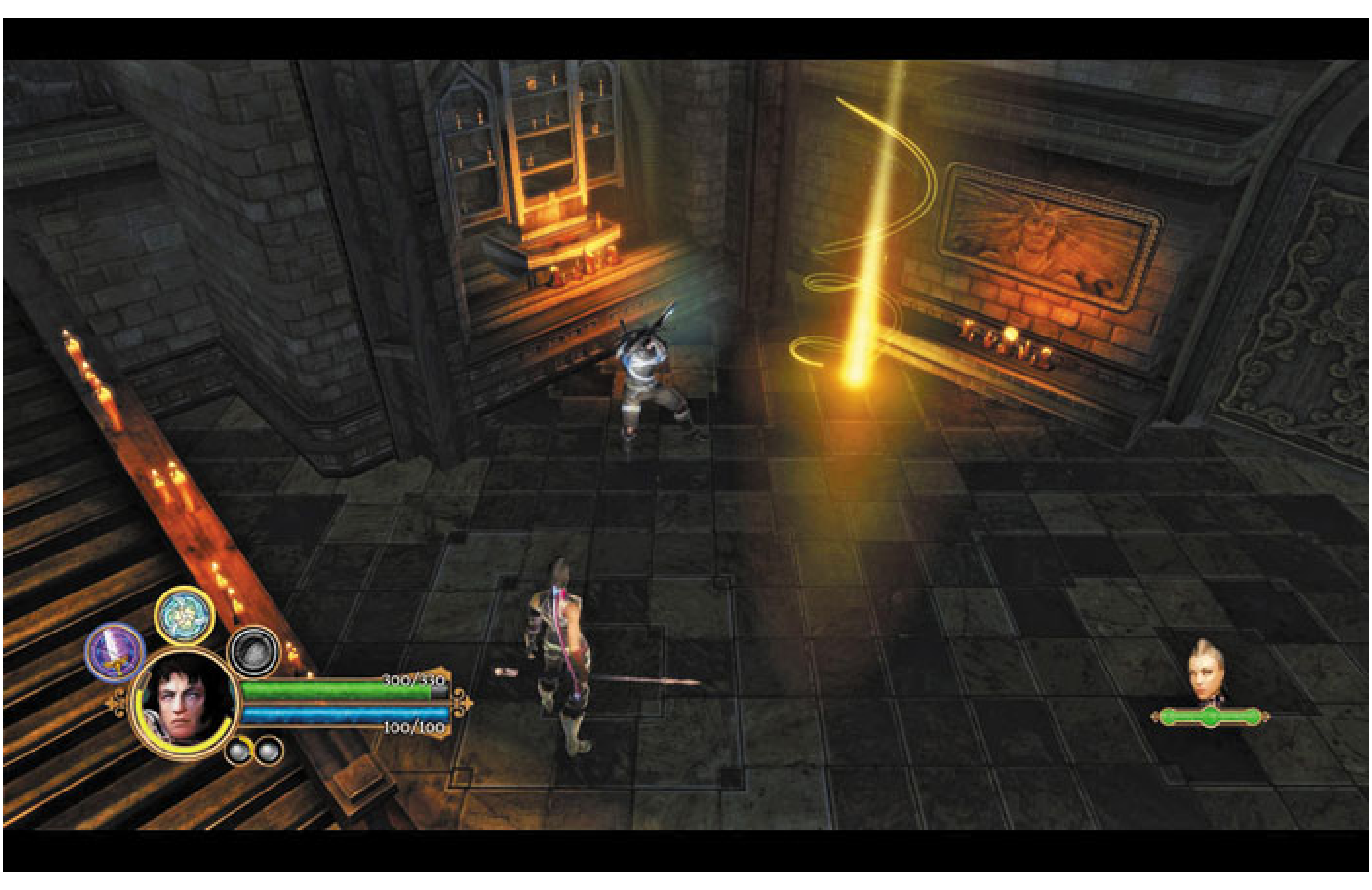
Make your way back to Raven's Rill after concluding your business at Gunderic Manor. A troubled woman named Tatyana cries out to you as you pass her by in the street. Tatyana has a favor to ask, but you can't complete this side quest for a while yet. Still, agree to help Tatyana to receive an important item that will come in handy later.

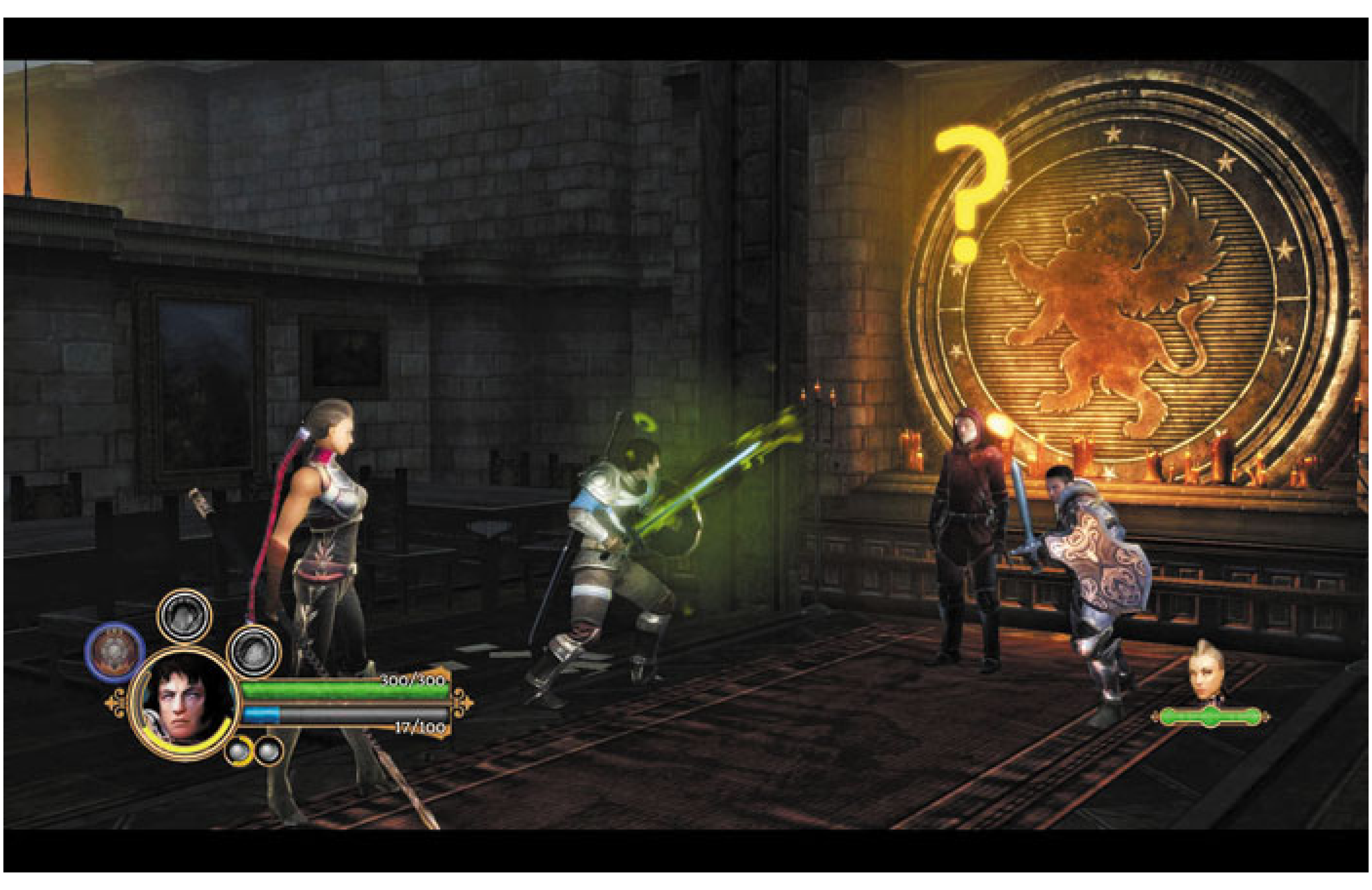
Find Niku



Niku is hiding in a cave in the East Forest. Without supplies, the town constable will surely perish. Niku's wife has asked you to bring him a package of food and blankets.

Return to Odo





After you've tied up all loose ends around the West Forest and Raven's Rill, find your way back to the Legion chapterhouse. Armand du Blanc greets you warmly at the entrance—save your progress after speaking with Armand, then enter the room on the right to speak with Odo and decide your next course of action.

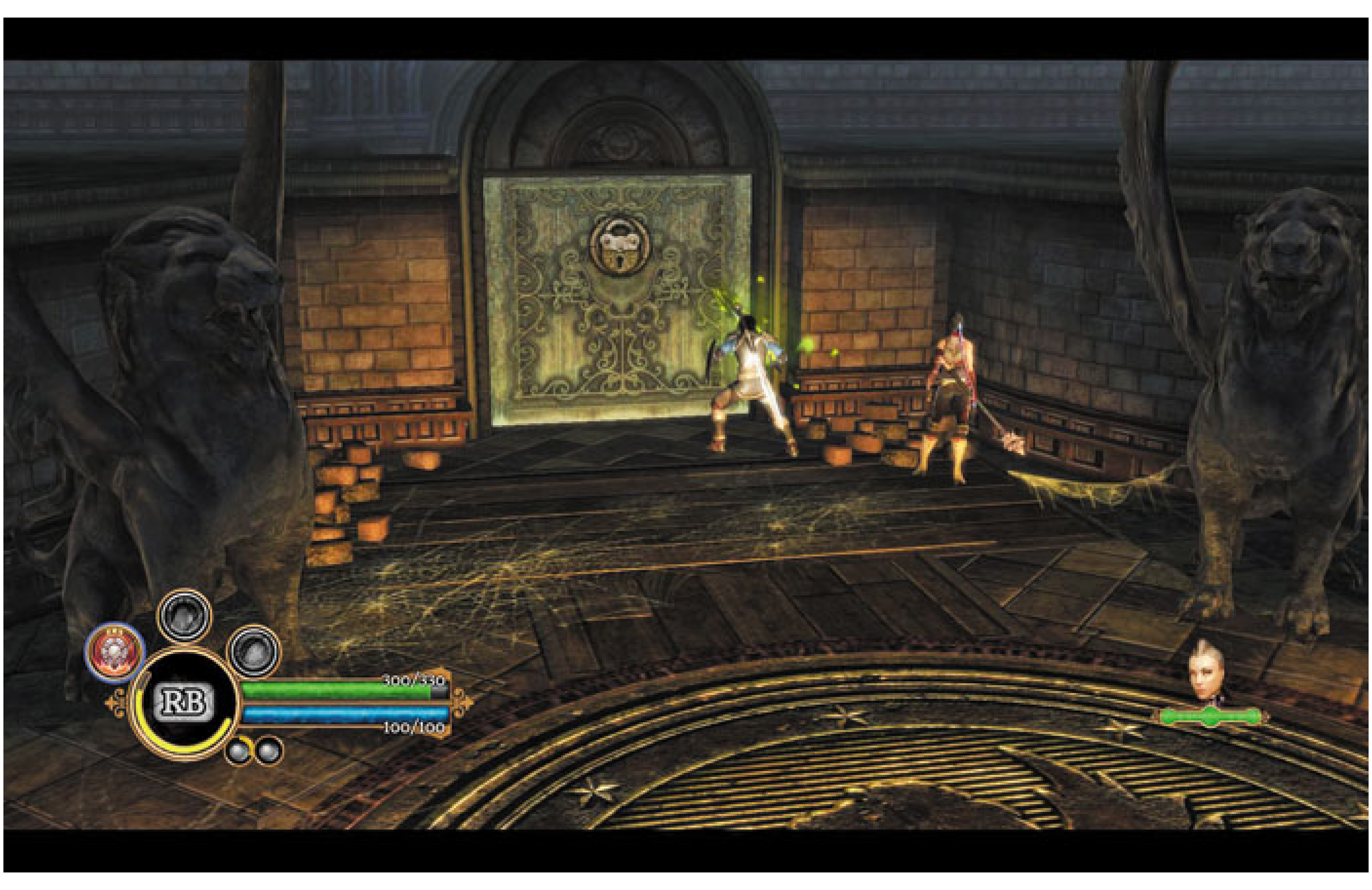
Armand du Blanc

Armand is glad to see that you've made it back to the chapterhouse. The young legionnaire says that he'll be peddling some of his best gear in the chapterhouse's Causeway room—if you're interested in such things.

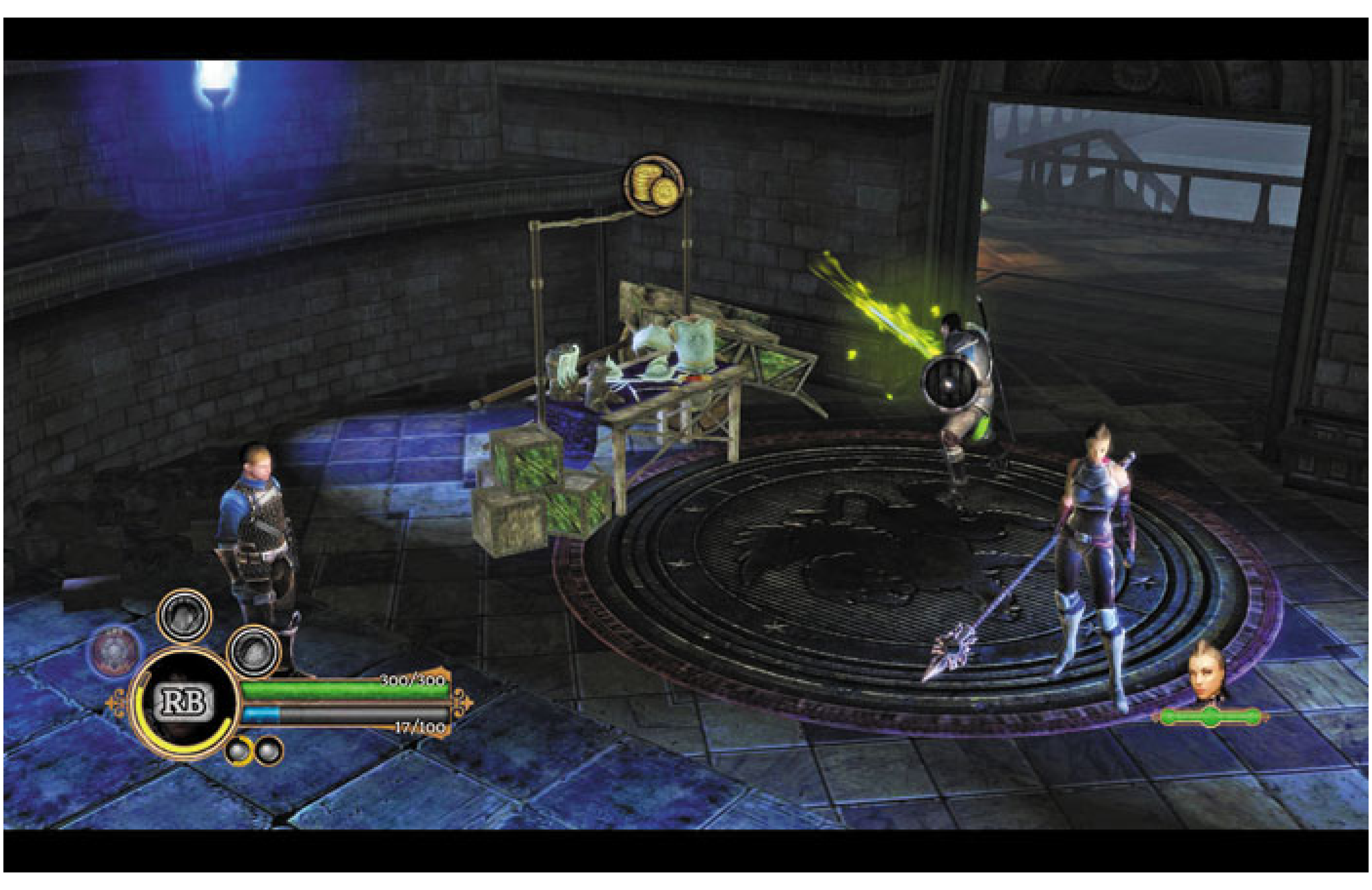
The Venerable Odo

Odo can scarcely believe that you've managed to rescue another legionnaire. He's intrigued to learn of the current situation in Raven's Rill and believes that now is the time to strike against the Lescanzi leader, a mysterious woman named Rajani. Odo wishes to use the chapterhouse's magical Causeway to ambush Rajani, but a special item must first be retrieved from the Mournweald forest in order to restore the mystic device. If Anjali is your companion, tell Odo that you "believe" his tales about the Causeway to gain some Influence with her. Or, if Lucas is your companion, tell Odo that you're "skeptical" about his story instead to gain Influence with him.

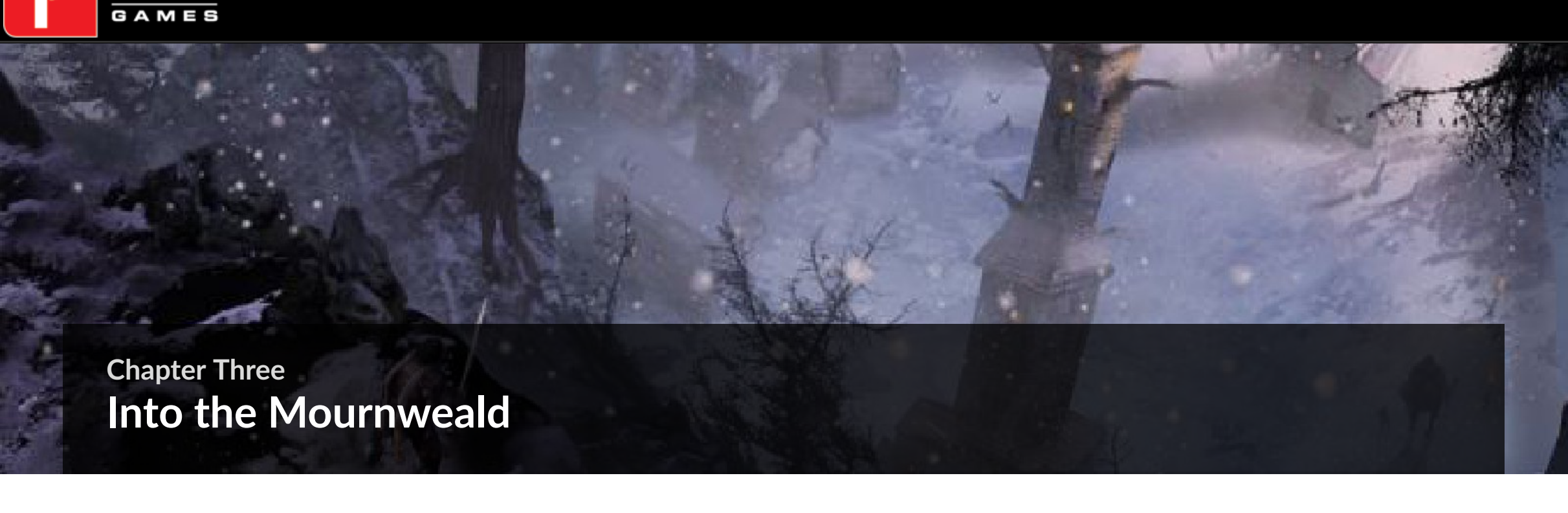
Enter the East Forest



Don't forget to stop by the chapterhouse's Causeway room and ogle Armand's assortment of fine goods.



Save your progress after chatting with Odo, then make ready to embark on the next step of your journey. When you're prepared to set off, proceed to the chapterhouse's basement and use the key that Odo has given you to open the back door. The East Forest lies ahead, and beyond that, the foreboding tangles of the Mournweald.



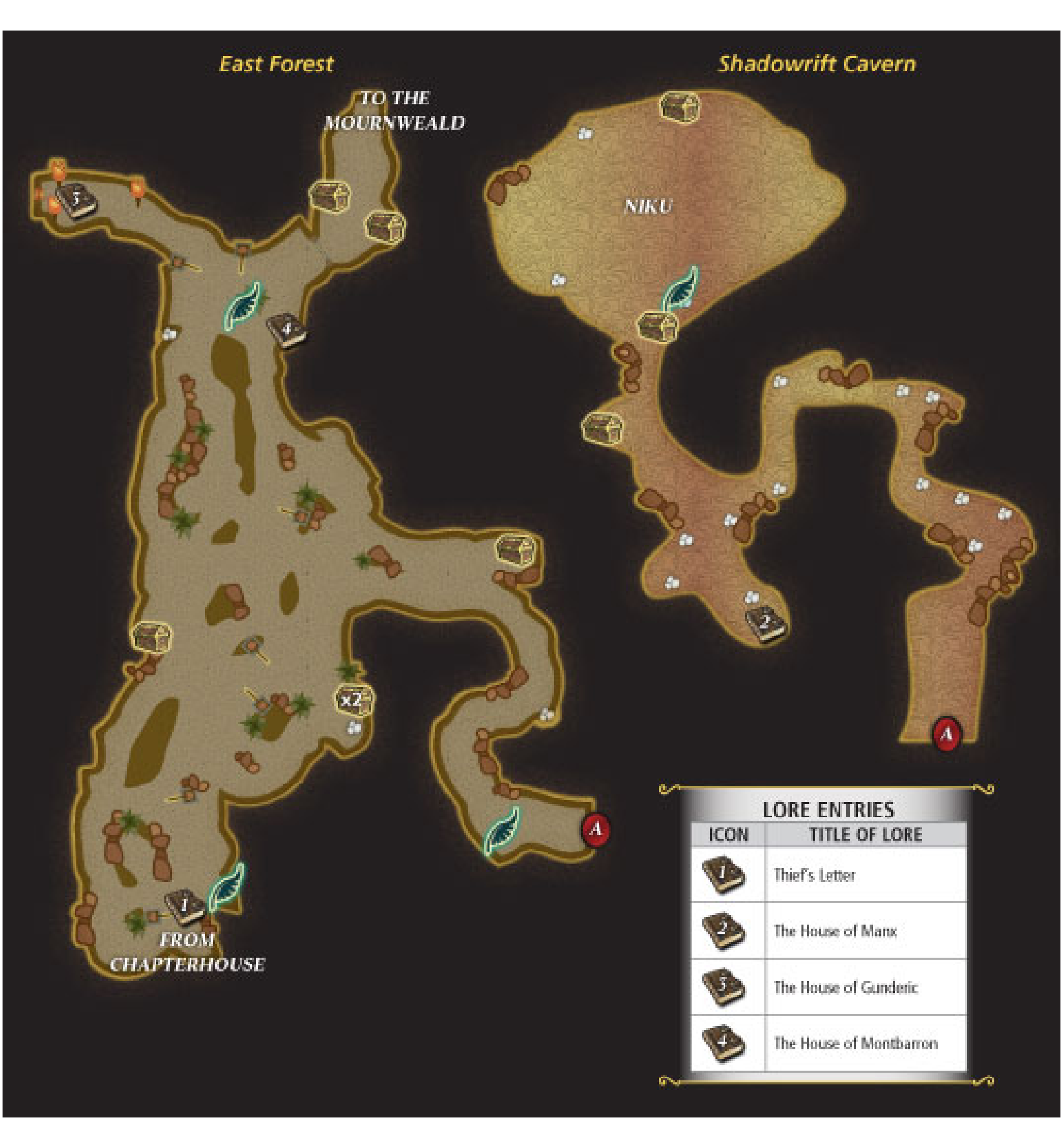
Chapter Three

Into the Mournweald

Chapter 3: Into the Mournweald

The Legion's Causeways could be a tremendous asset in freeing Raven's Rill from the grip of the Lescanzi, and Odo believes that Hugh Montbarron's signet ring may be the key to restoring the chapterhouse's Causeway gate back to use. Unfortunately, the signet ring lies somewhere within the dreaded Mournweald—the twisted forest where the last of the old Legion fell during their fateful battle against Jeyne Kassynder many years ago. Only an object of such precious worth could entice you to brave such a dark and foreboding place.

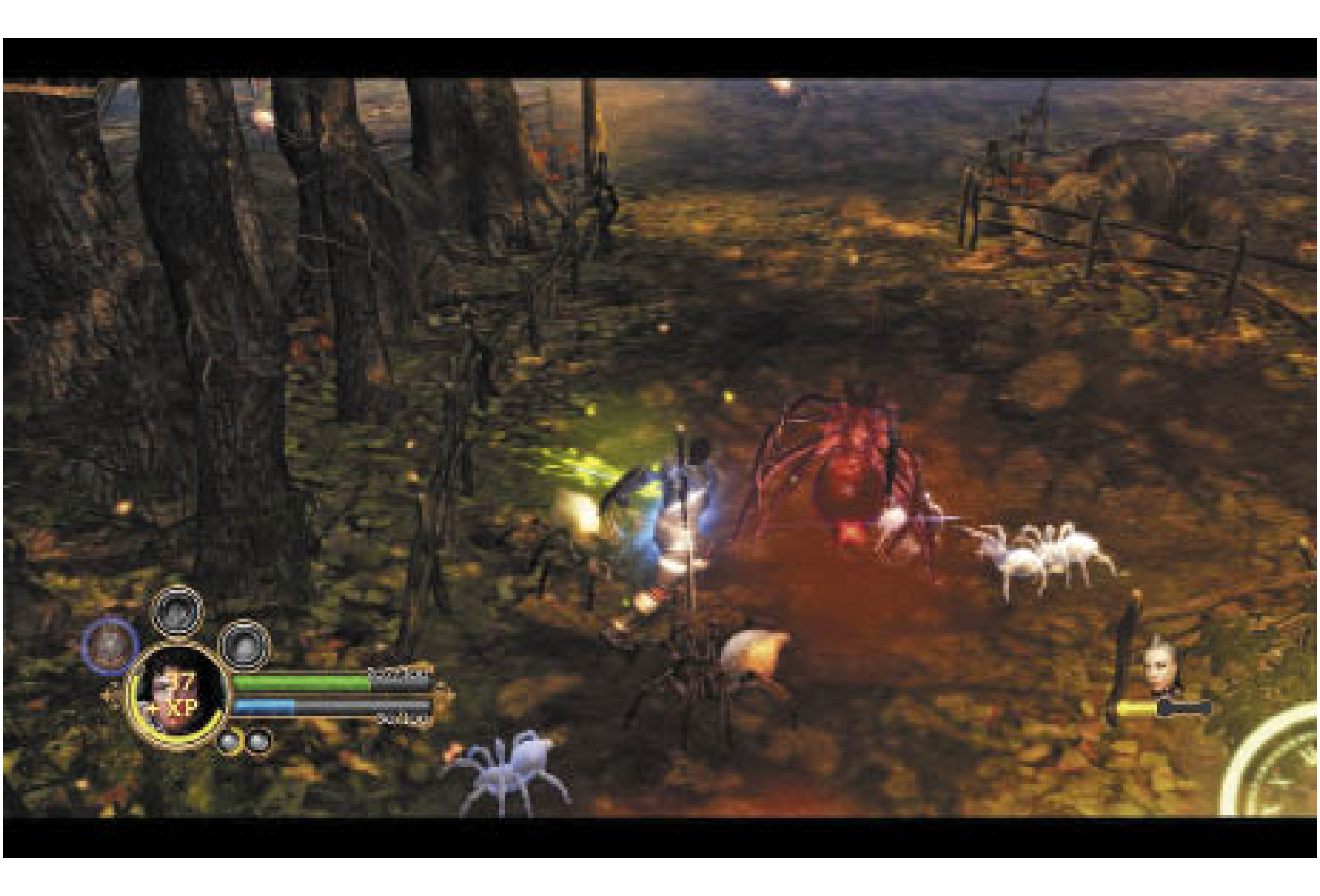
East Forest



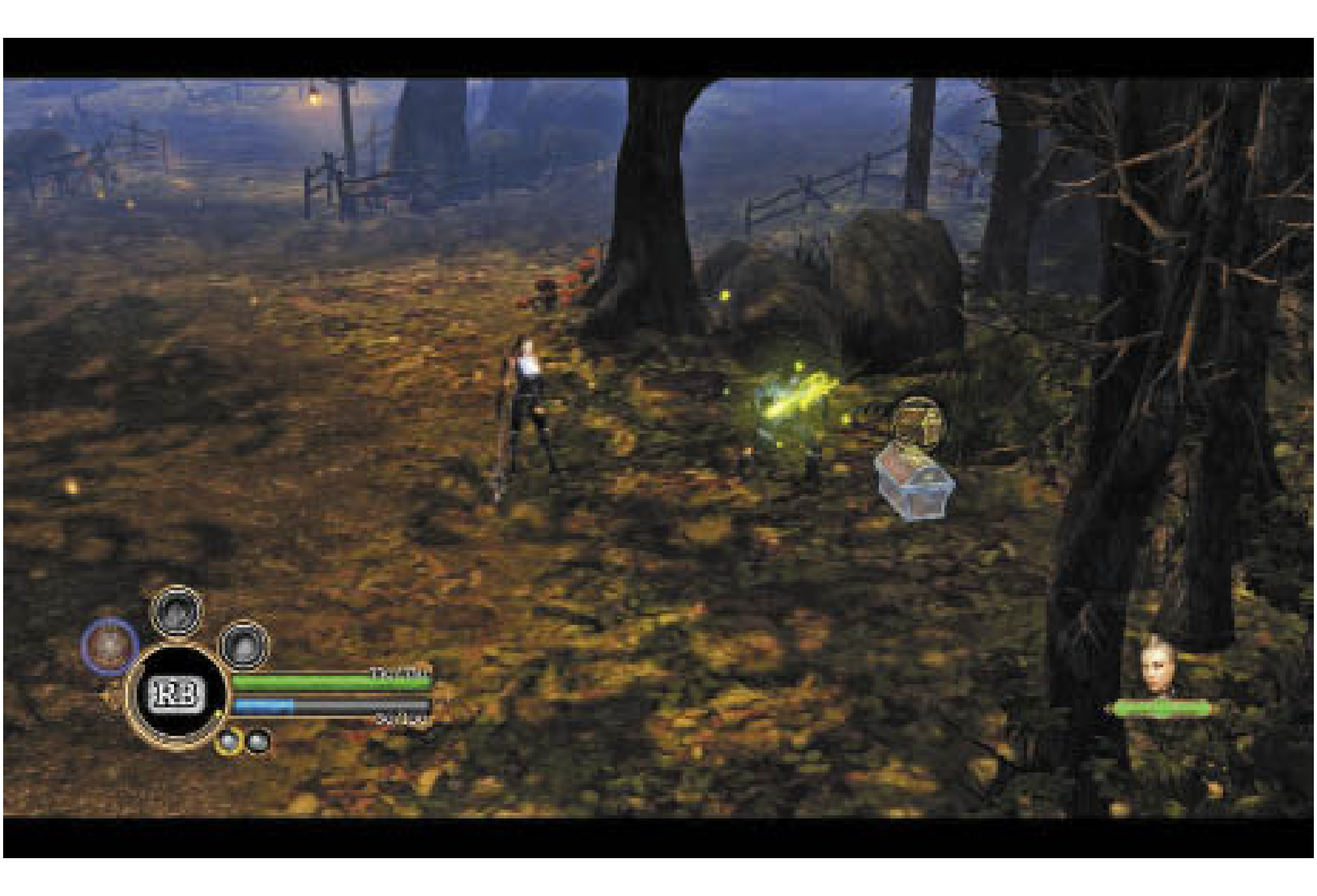
LORE ENTRIES

ICON	TITLE OF LORE
1	Thief's Letter
2	The House of Manx
3	The House of Gunderic
4	The House of Montbarron

Enter the Mournweald



Search the East Forest thoroughly to find plenty of treasure. Reference the map to quickly discover loot locations.



Somewhere in the East Forest lies the entrance to the Mournweald—you just have to find it. Save at the beacon you discover just outside of the chapterhouse, then begin exploring the East Forest. Beware of roaming packs of giant spiders—they are plentiful here. Back away and use anti-group attacks to whittle them down, gaining plenty of XP as you investigate the wood.

Side Quest: A Loss for Words

Inspect the corpse near the foot of the chapterhouse stairs to discover a special note that nets you a lore entry. The note reveals that three important tomes have gone missing from the chapterhouse's library.

Find the Three Genealogies

In the Rukkenvahl chapterhouse, you found the body of a would-be thief. He was searching for a secret treasure room, said to be hidden behind a large bookcase that contains genealogies of all the great Legion families. If the three missing genealogy books are returned to the bookcase, the treasure room will be revealed.

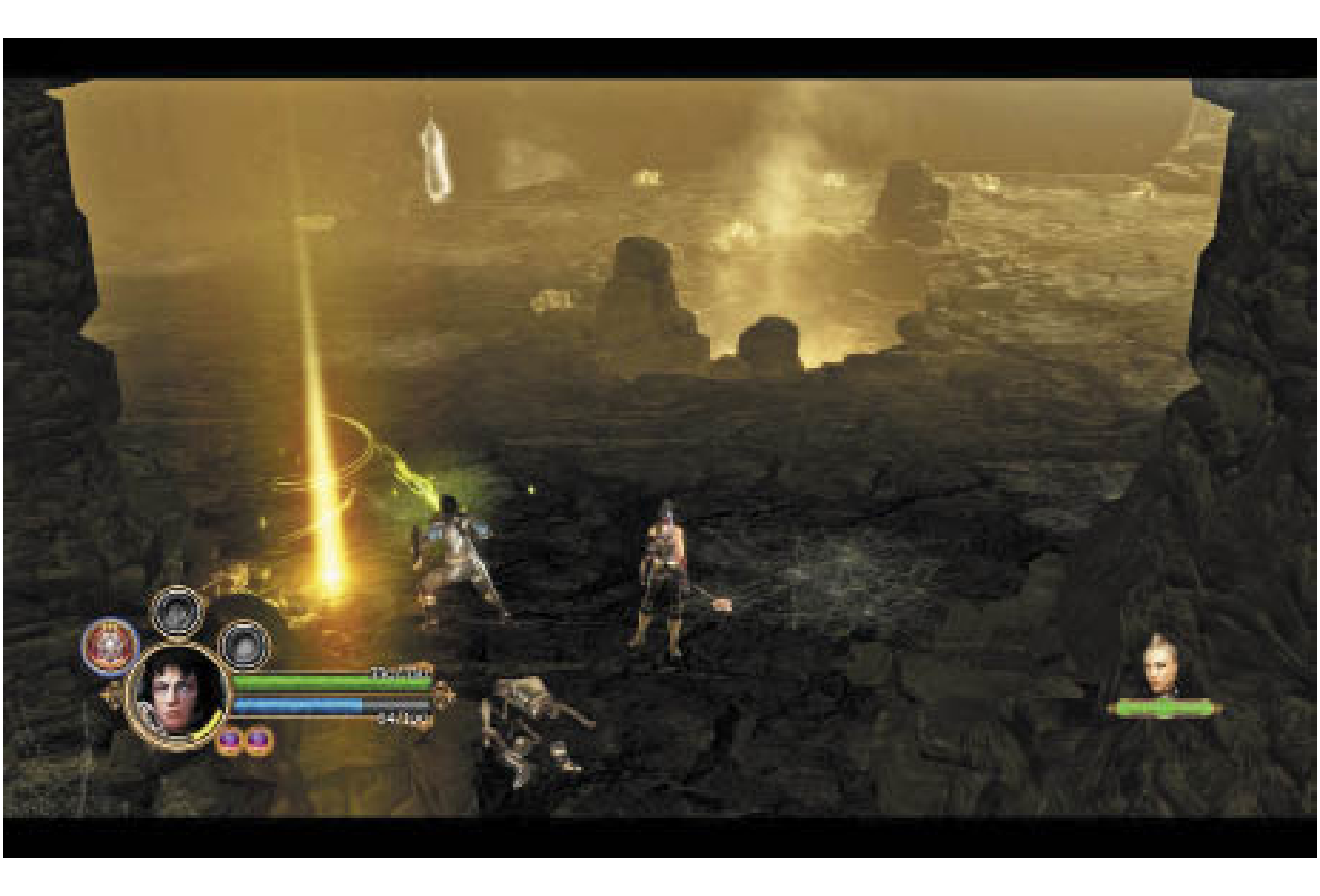
You will discover the three missing genealogy books as you explore the East Forest and the Shadowrift Cavern to the south. Use your quest guide to track down each tome, or check the maps to quickly find their locations.

Side Quest: Hiding Out

If you've been following this walkthrough, you recently acquired the "Hiding Out" side quest from a woman named Tatyana back in Raven's Rill. Now's the time to complete this quest.

Niku is hiding in a cave in the East Forest. Without supplies, the town constable will surely perish. Niku's wife has asked you to bring him a package of food and blankets.

Venture down the East Forest's southern trail to discover a remote, spider-filled cave called Shadowrift Cavern. Search the cavern thoroughly to discover the remains of a long-dead legionnaire, who was likely killed during the Legion's last stand against Jeyne Kassynder. You discover a book near the remains—one of three Legion genealogies that you must find to complete the "A Loss for Words" side quest.

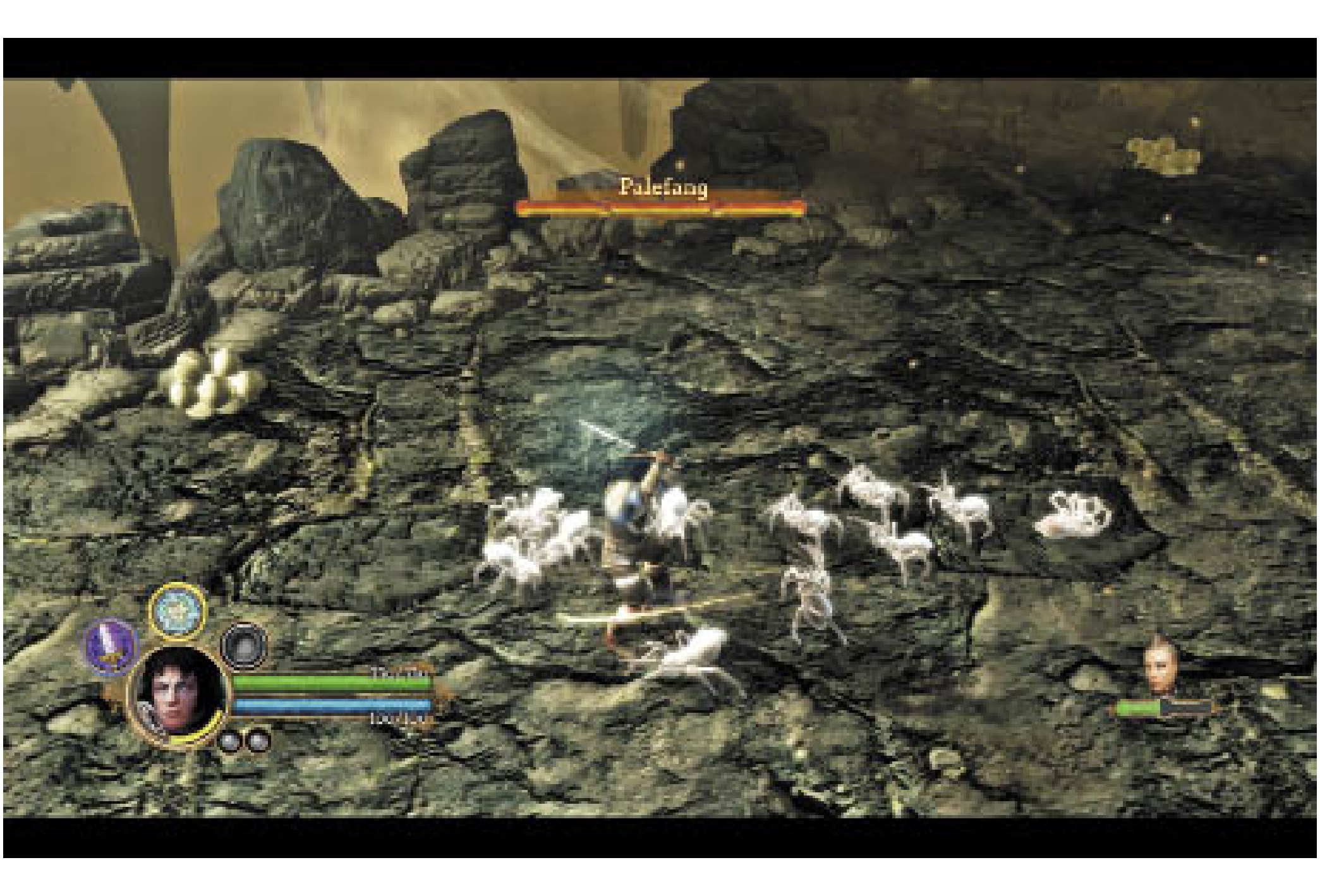


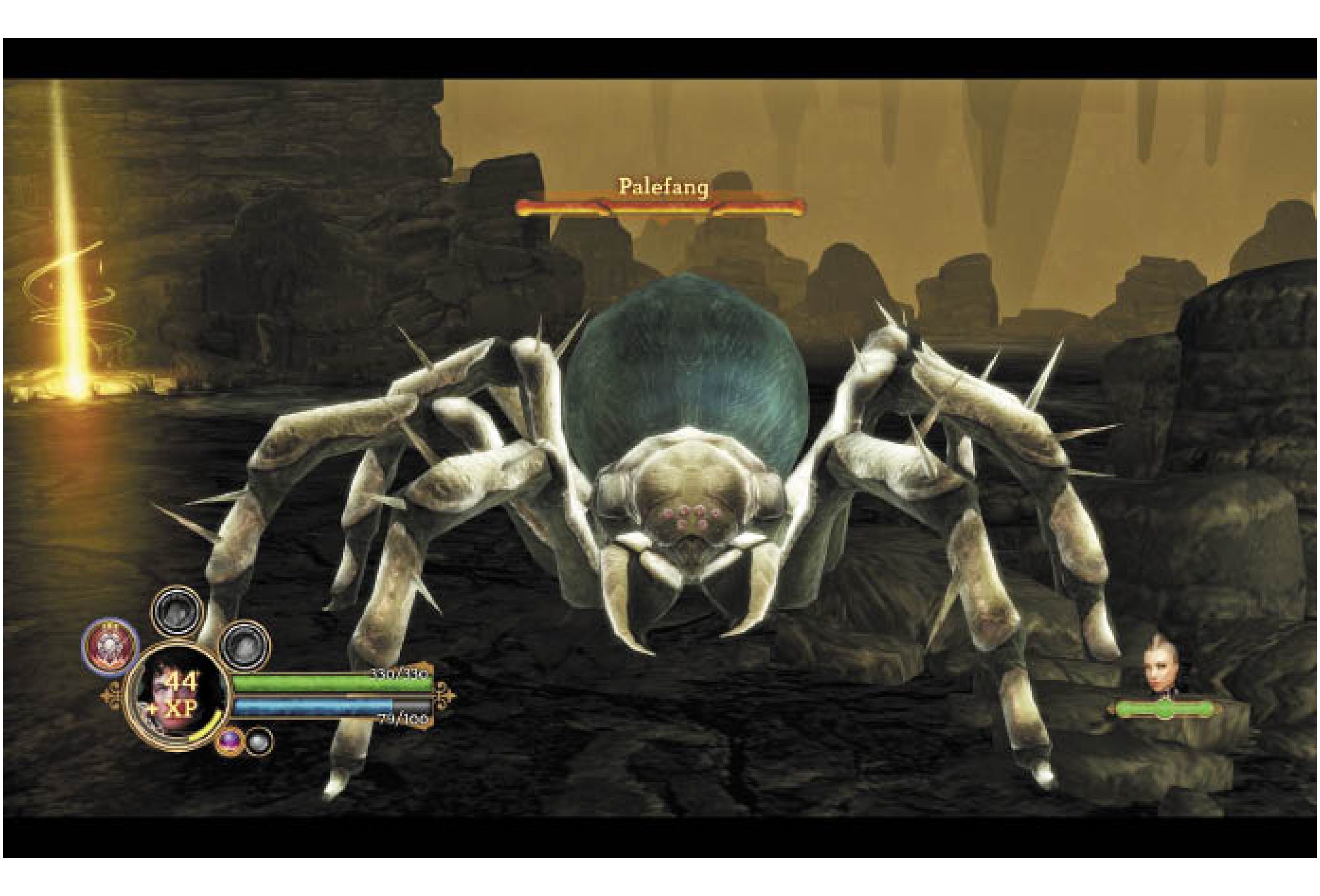
Pocket the genealogy book and delve deeper into Shadowrift Cavern to discover a save beacon. Mark your progress here before venturing further—a terrible fiend awaits you.

Niku

You discover Tatyana's wayward husband Niku deep inside Shadowrift Cavern. The man is stuck in a precarious position, strung up by a spider's web. Niku begs for help, but you aren't able to cut him free before a massive arachnid descends from the cavern's ceiling.

Boss Battle: Palefang





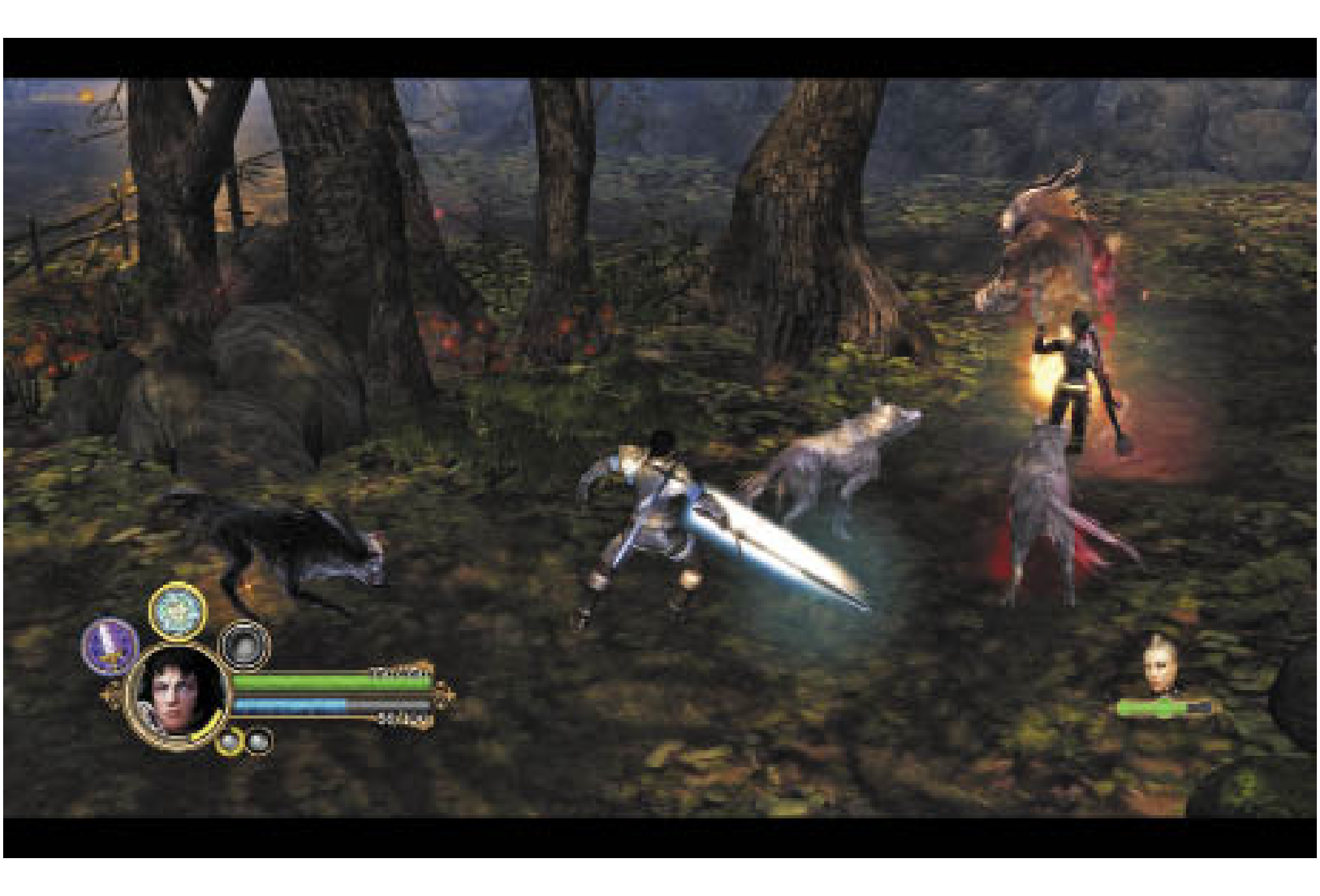
Don't become this bad arachnid's latest snack!

Palefang boasts vicious attacks and a vast amount of HP, so expect a challenging fight. First, use anti-group attacks to wipe out the smaller spiders that soon swarm you. Shatter the surrounding spider eggs for Health and Focus Orbs—smaller spiders will occasionally produce these when dispatched as well. Evade to keep your distance from Palefang and use ranged attacks to slay the terrible spider.

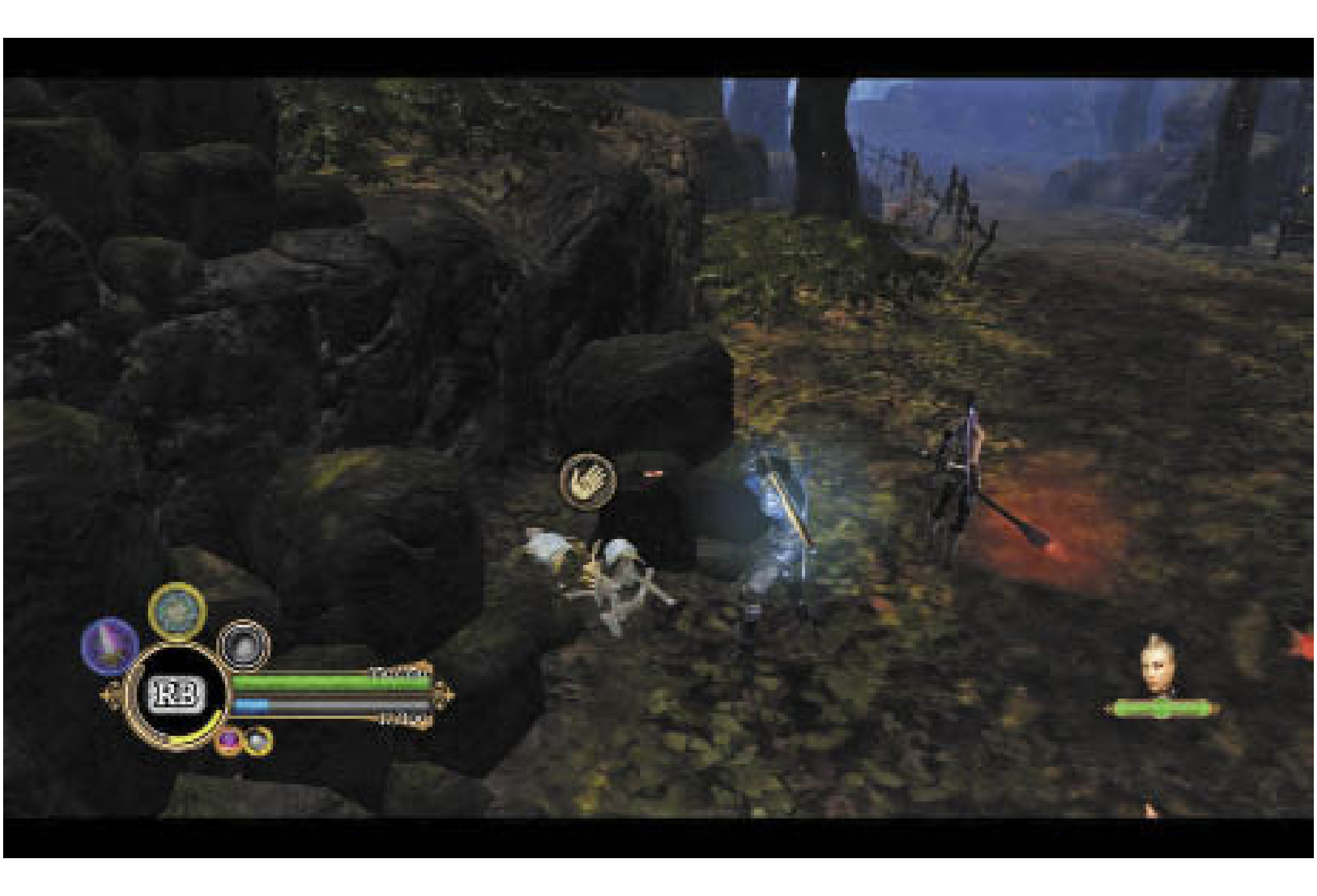
Niku

Speak with Niku after defeating Palefang to at last cut him free of his sticky bonds. The poor man can't believe his fortune and gladly accepts the package of food and blankets that his wife Tatyana asked you to deliver. Niku hands you a one-of-a-kind artifact before hurrying back to his loving wife.

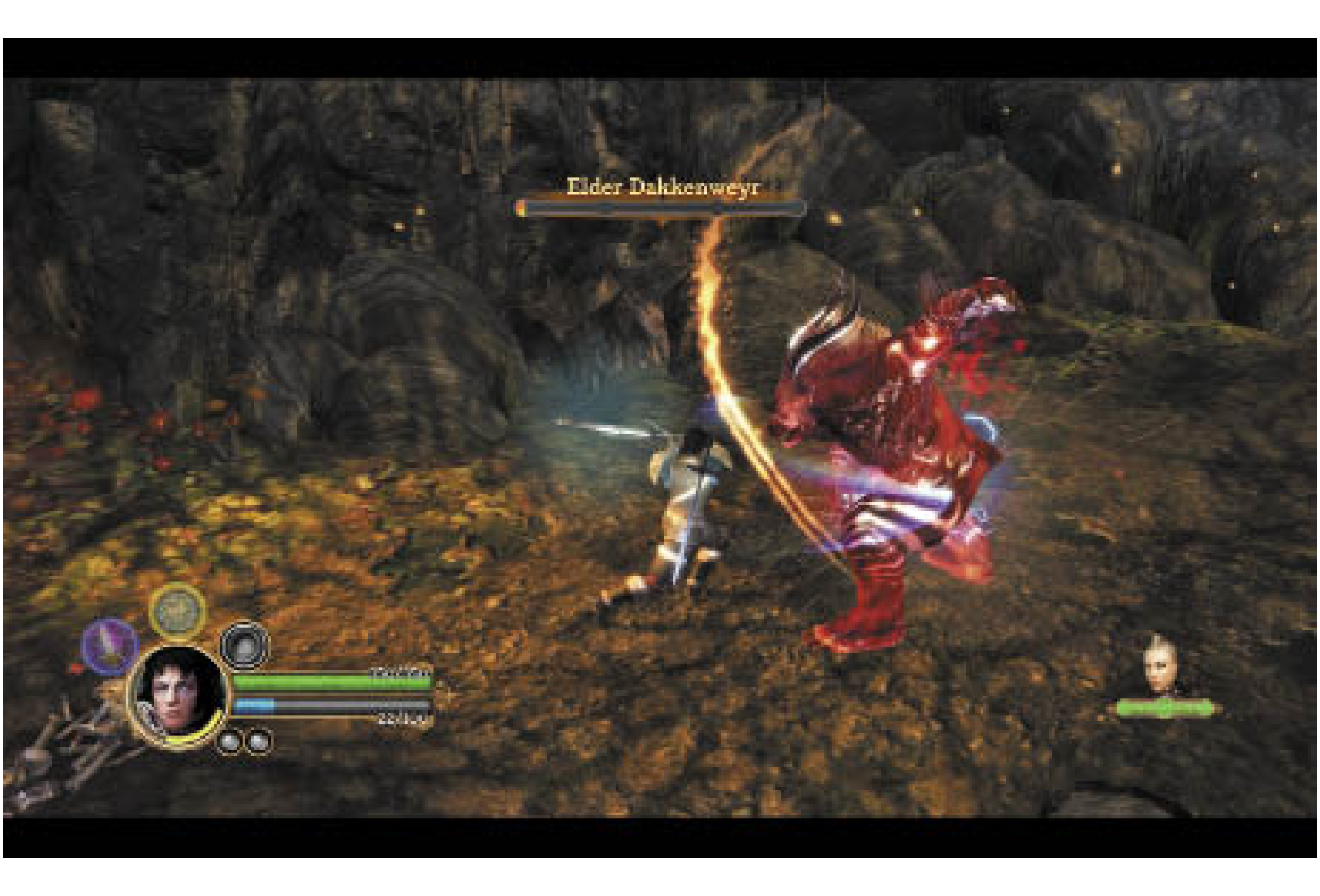
Beastmen of the Forest



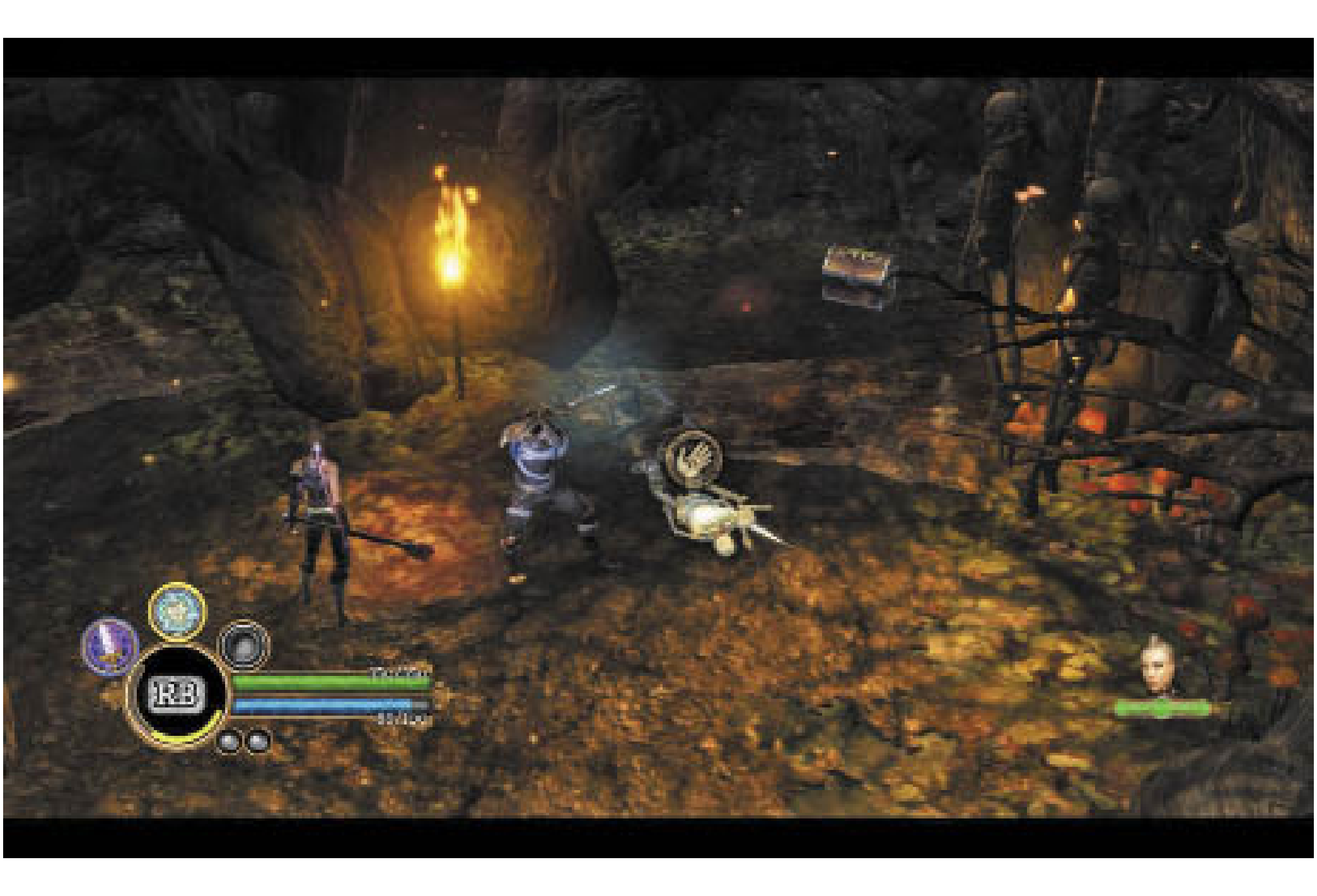
Fight your way east to locate another save beacon. Record your progress here, then venture north to discover a giant beastlike creature. Lore entries you've discovered thus far have hinted at the existence of dakkenweyr—monstrous beastmen that reside deep in the Rukkenvahl's forgotten wood. Back up and dodge to avoid this formidable adversary's powerful attacks as you dispatch its wolf companions. Then focus on eliminating the dakkenweyr itself.



After the battle, examine the skeleton nearby on the ground. The remains appear to be those of another long-dead legionnaire. You discover a book on the skeleton—it's another of the missing Legion genealogies! Now you've just one more to find.



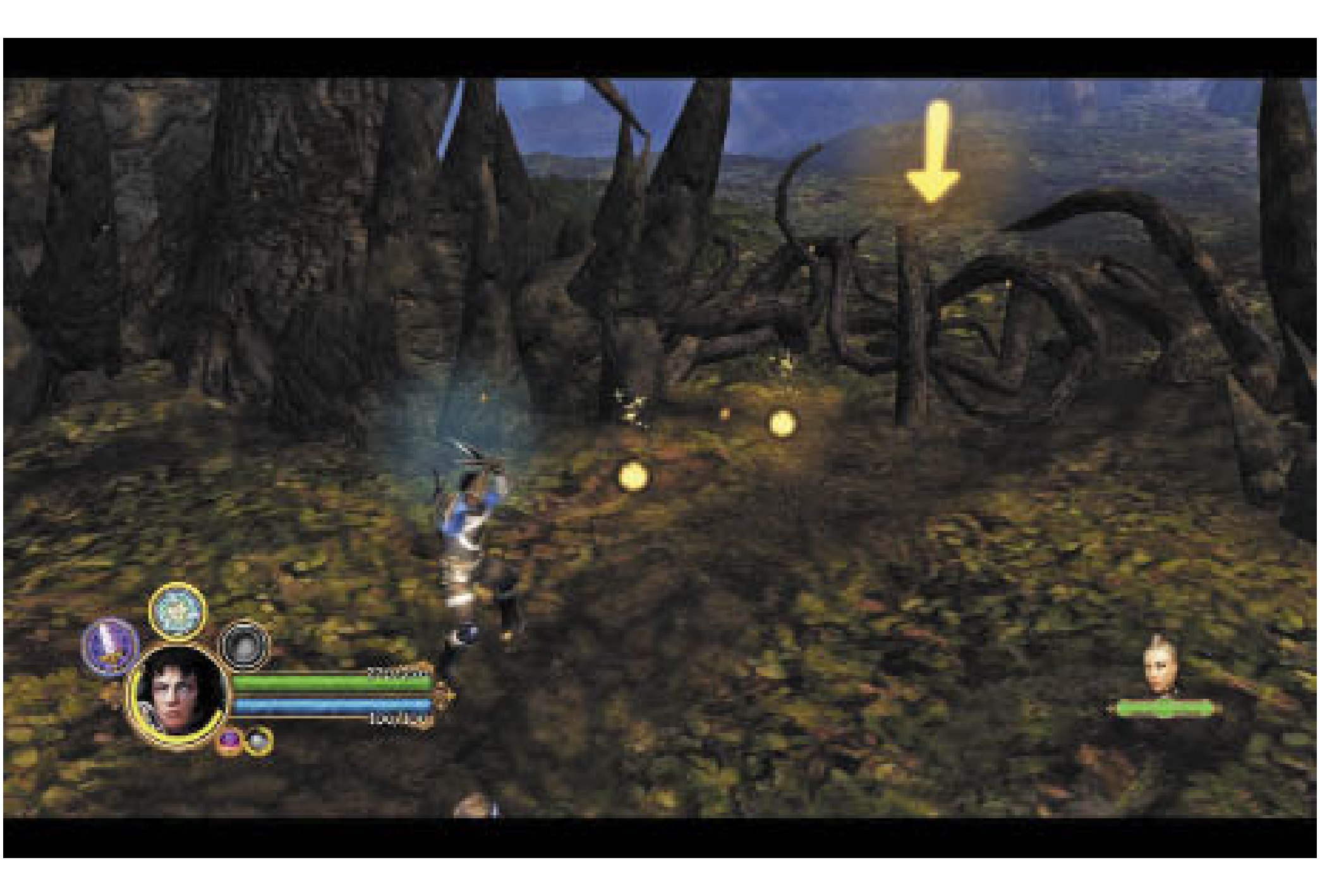
Return to the previous save beacon and mark your progress, then venture south to battle another fearsome dakkenweyr. Again, dodge to avoid being hit as you slay the beastman's wolves. Then work at bringing down the towering monster itself.



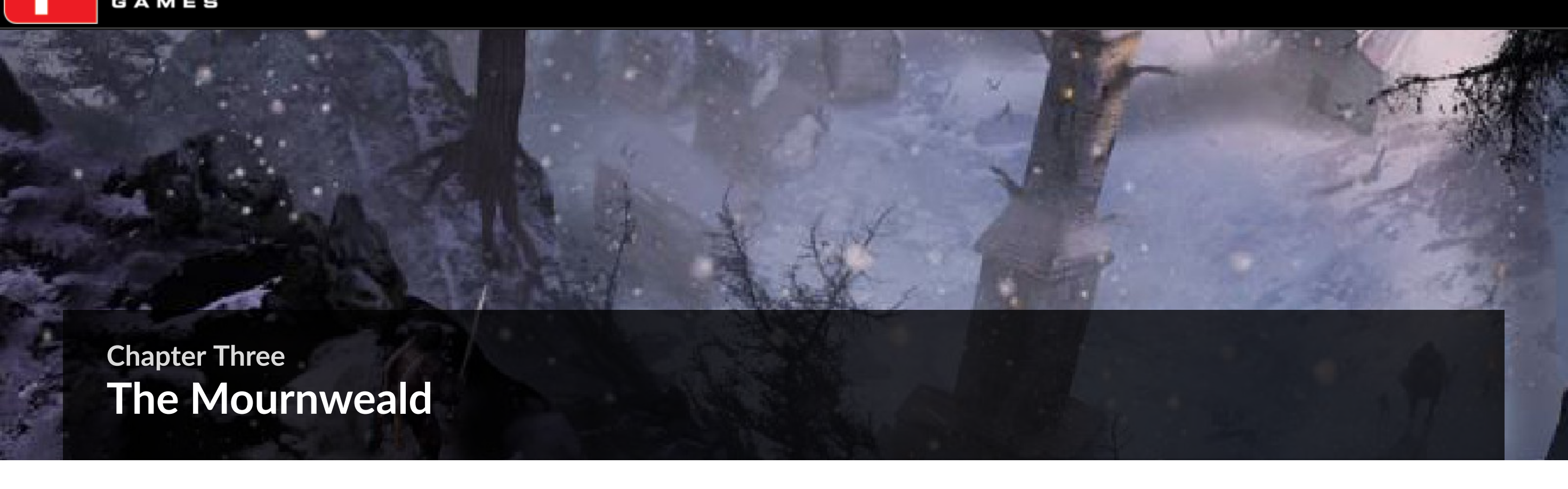
Make tracks back to the chapterhouse and place the three Legion genealogies on the large upstairs bookshelf to access a special treasure room that houses a unique ring.

After slaying the second beastman, search the nearby rocks to find the skeletal remains of yet another fallen legionnaire. Inspect the remains to find the third and final Legion genealogy. Now you can return to the chapterhouse and obtain some valuable gear before braving the Mournweald! Go ahead and do so to complete the "A Loss for Words" side quest.

Open Sesame



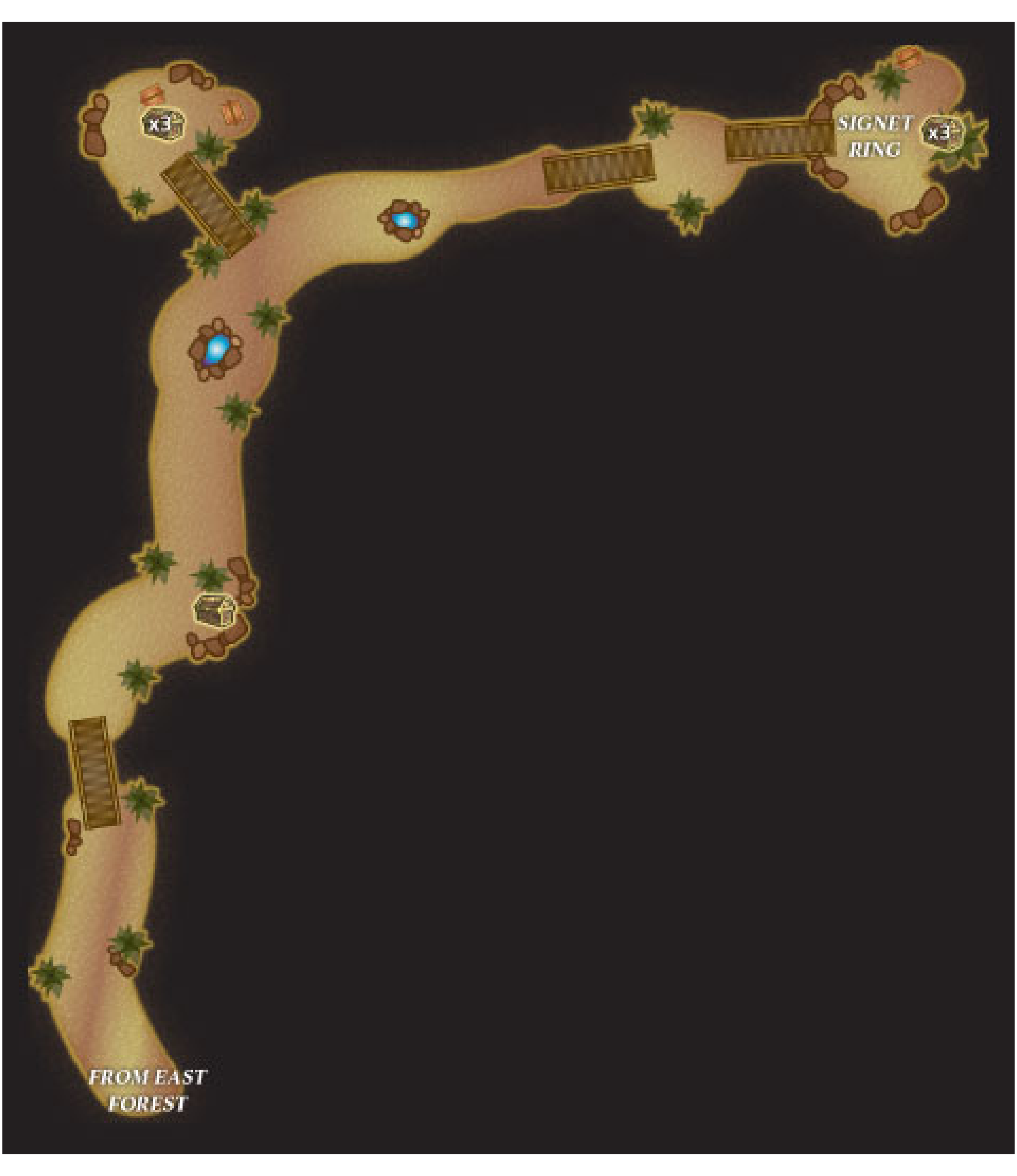
Farther east, a tangled web of roots and brambles blocks the forest path. It seems as though you'll need to find another route—until suddenly, the roots begin to untangle themselves! Somehow, this old forest is aware of your presence, and it has granted you passage into the Mournweald. Gather your courage and venture onward, legionnaire.



Chapter Three

The Mournweald

Find the Slain Legionnaires



Cross the Mournweald's north bridge to visit a dead-end with an assortment of lootable objects.

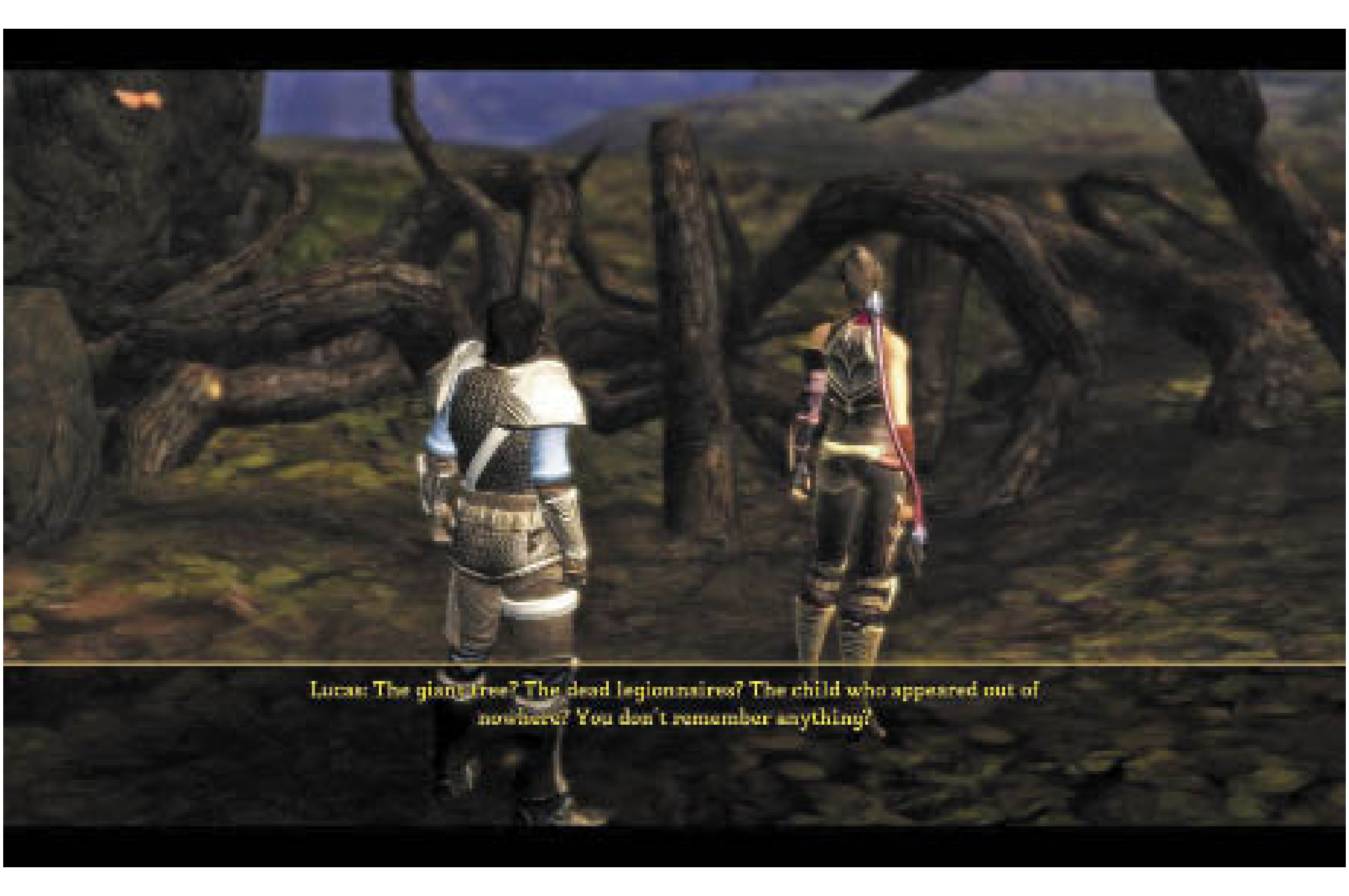
At last, you've entered the Mournweald. Hugh Montbarron's signet ring must be around here somewhere. Lay waste to the fishlike vodyanoi monsters that attempt to halt your progress through this eerie wood. You'll have little trouble dispatching these lowly foes.

A massive, gnarled tree stands at the far end of the main path. The surrounding grounds are littered with the remains of far too many fallen legionnaires. Ignore the central remains of Hugh Montbarron at first and search the surrounding corpses instead to discover precious loot, including a one-of-a-kind shield for Lucas. When you're ready, inspect the bones of Hugh Montbarron, which lie out in plain sight, to at last obtain the signet ring you seek.

The Radiant Youth

A shimmering vision of a young man suddenly appears after you claim the signet ring. Tell the Radiant Youth of your quest, and you'll learn that the boy shares a bit of history with both Anjali and Odo. The Radiant Youth goes on to say that the signet ring won't activate the chapterhouse Causeway as Odo hopes. However, the youth offers to grant you the power to activate the Causeway, in exchange for your promise to never allow anyone to return to these forsaken woods.

Return to Odo



Lucas: The giant tree? The dead legionnaires? The child who appeared out of nowhere? You don't remember anything?

With a flash of light, the Radiant Youth sends you back to the East Forest. Tangled brambles prevent you from reentering the Mournweald—there'll be no going back to that strange place. No matter—follow your quest guide out of the forest and back to the chapterhouse. Hurry upstairs and speak with Odo to tell him all that has transpired.

Open the Causeway

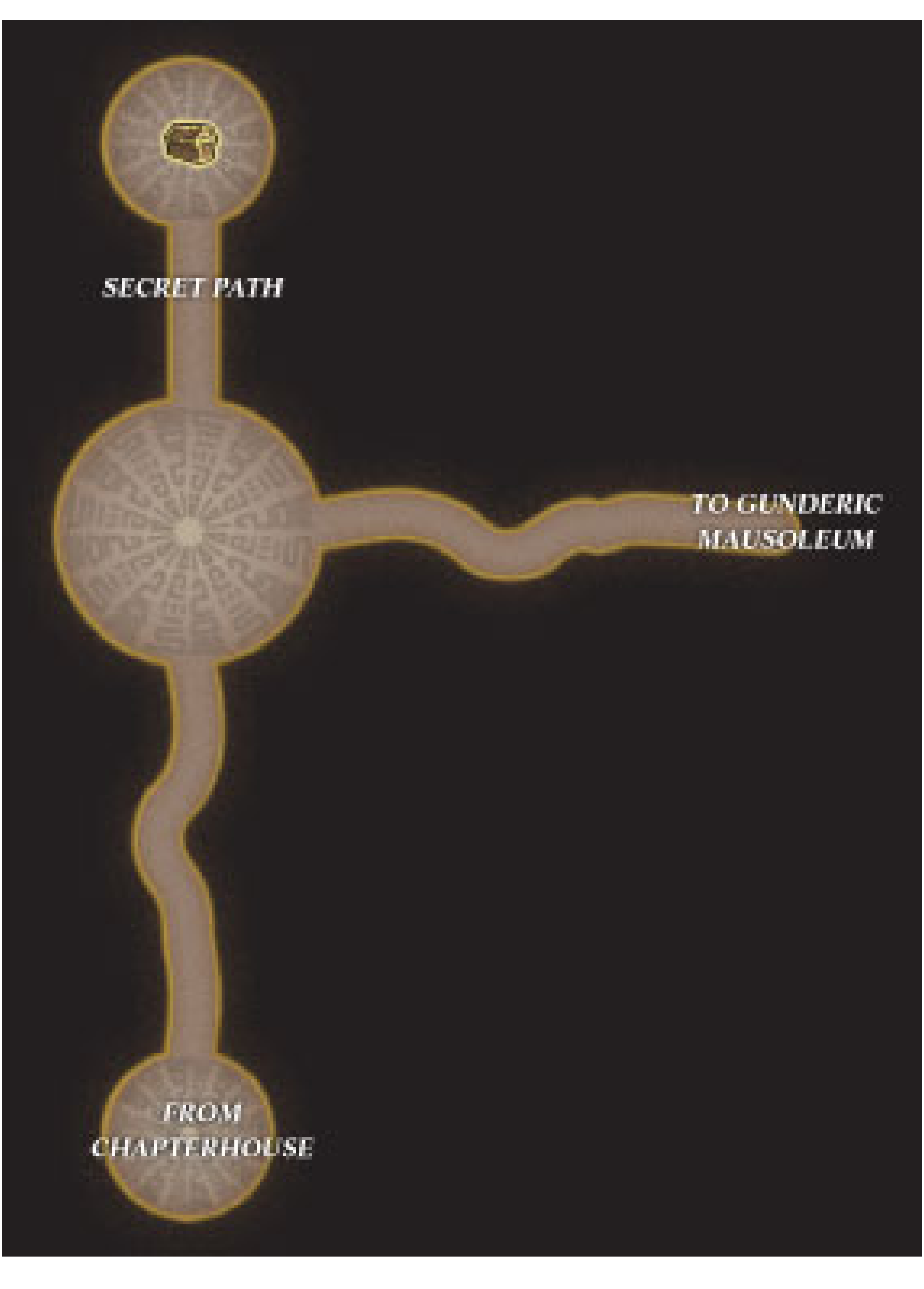
Save your game, then make your way to the chapterhouse's Causeway. Take a moment to trade with Armand du Blanc, who continues to offer a selection of fine goods near the Causeway gate. Inspect the Causeway when you're ready to activate the ancient device, then walk through the shimmering portal that appears.

The Venerable Odo

Odo isn't surprised when you tell him of your recent encounter with the Radiant Youth—he knows the tales of the mysterious boy. He is puzzled, however, when told of the youth's request to keep clear of the Mournweald, but Odo suspects that the boy is somehow trying to protect them. For advice on how to proceed, question Odo about the Causeway and the mission at hand.

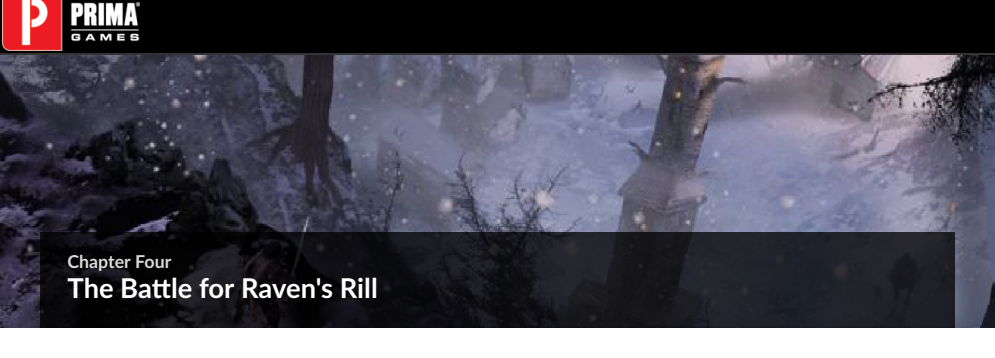
Rukkenvahl Causeway

Traverse the Causeway



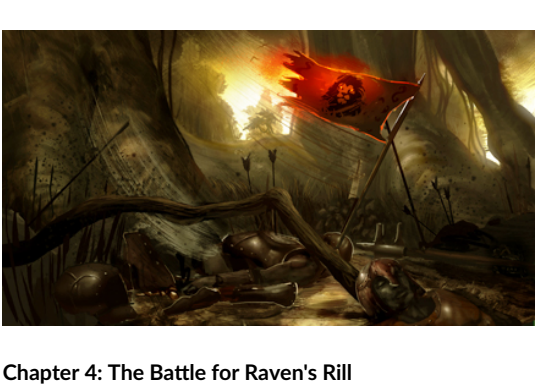
Don't miss the Causeway's lone treasure chest—you'll find something of value inside.

The Causeway is indeed an unusual place. Sprint along the warped, shifting pathway, pausing to save your progress at the central beacon. Go east from the beacon, and a pathway will magically form ahead of you. Cross the pathway to discover a remote treasure chest. Return to the save beacon. You can't go north, so venture south and pass through the far Causeway gate to complete your trek through this unsettling



Chapter Four

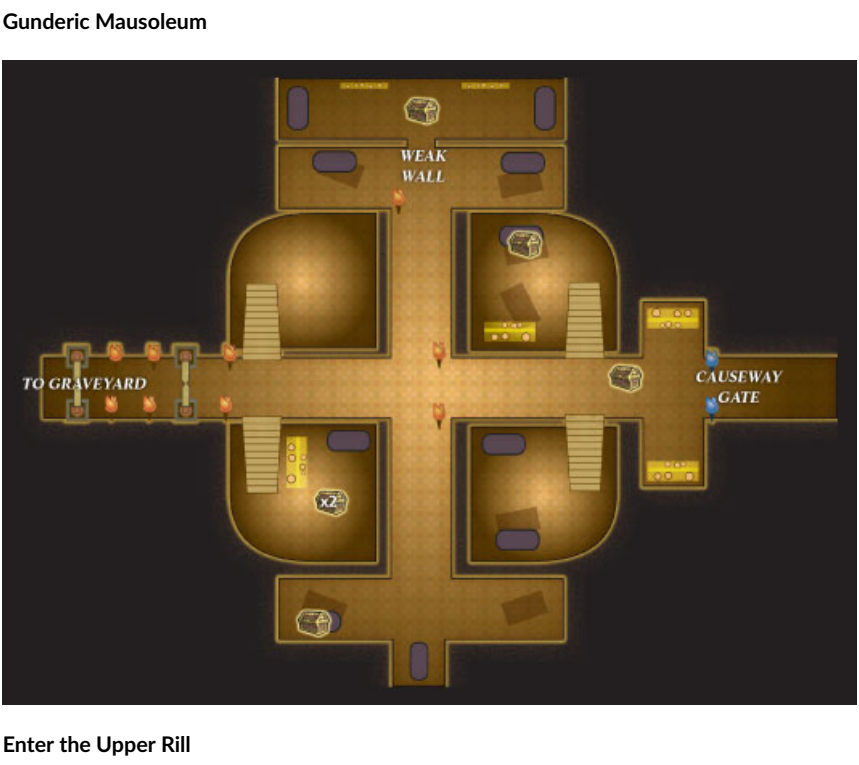
The Battle for Raven's Rill



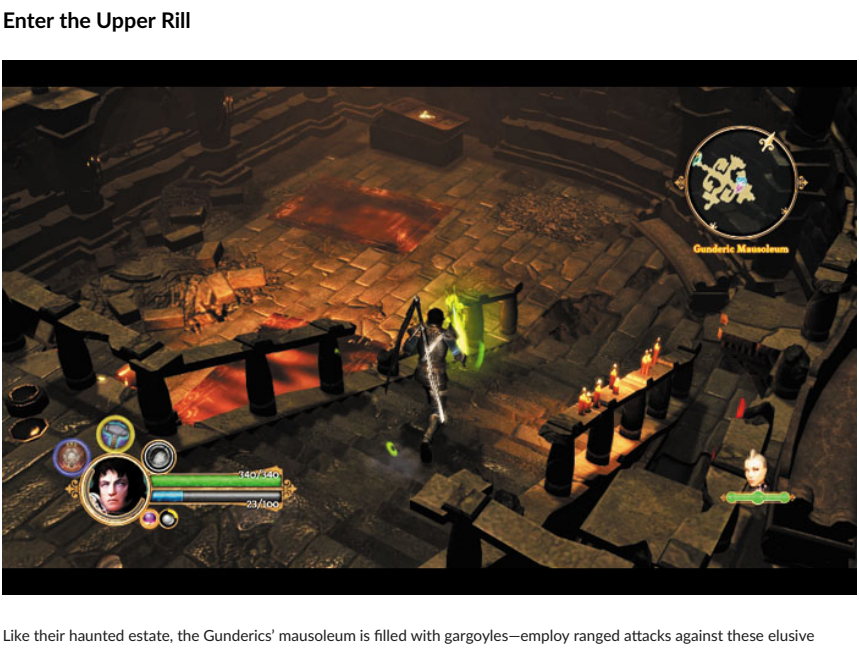
Chapter 4: The Battle for Raven's Rill

The final battle for the Rill is at hand. Your goal is to defeat Rajani, the mysterious woman who hired an army of Lescanzi mercenaries to hunt down the descendants of the Legion. Rajani has sealed herself within the upper half of Raven's Rill, yet you've managed to circumvent her defenses by traveling through the Legion's ancient Causeway gate. Your quarry is now within your grasp, and vengeance will be yours. Fight well, legionnaire.

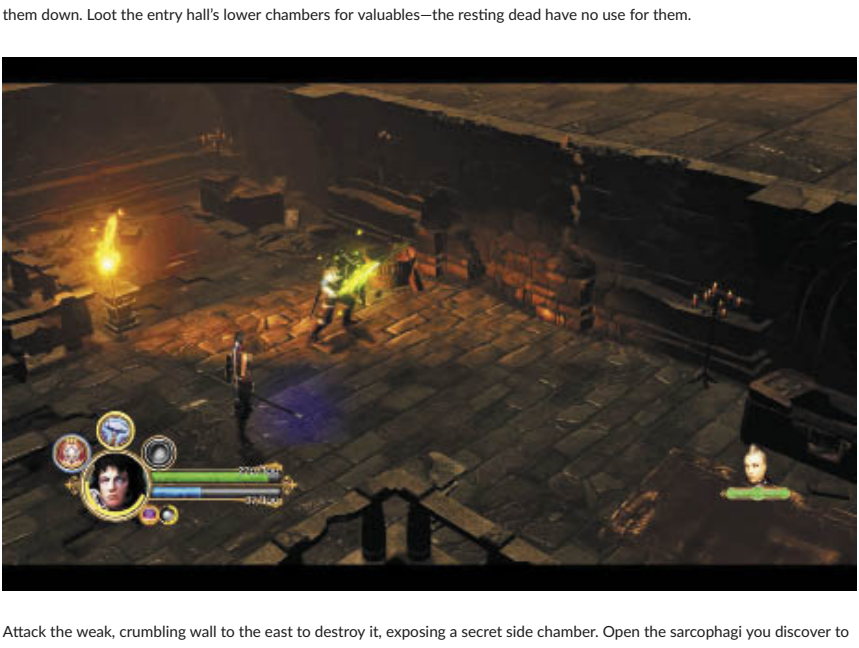
Gunderic Mausoleum



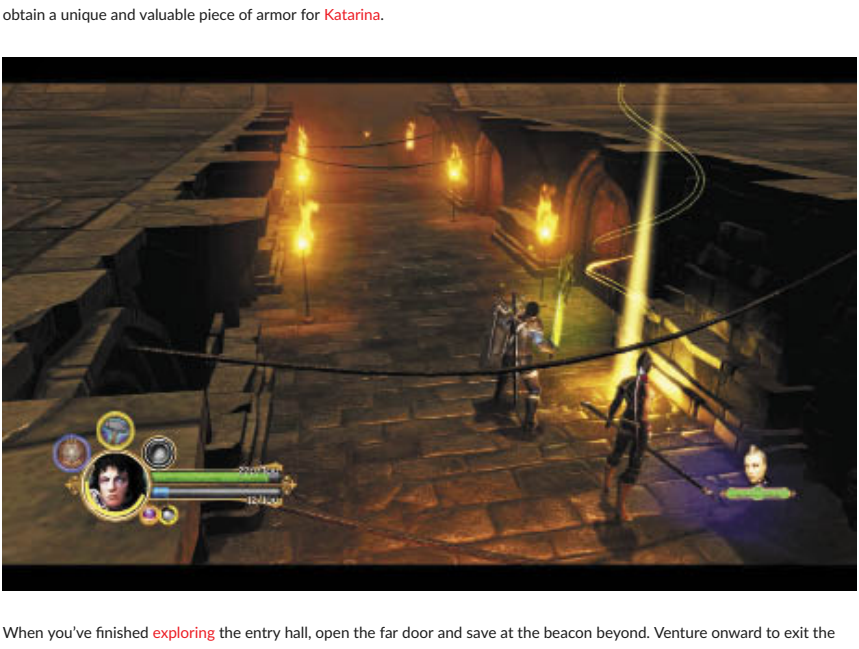
Enter the Upper Rill



Like their haunted estate, the Gunderics' mausoleum is filled with gargoyles—employ ranged attacks against these elusive sentries. If you're playing as Lucas, roll to quickly close the distance, and aim to back each gargoyle into a wall or corner to pin them down. Loot the entry hall's lower chambers for valuables—the resting dead have no use for them.

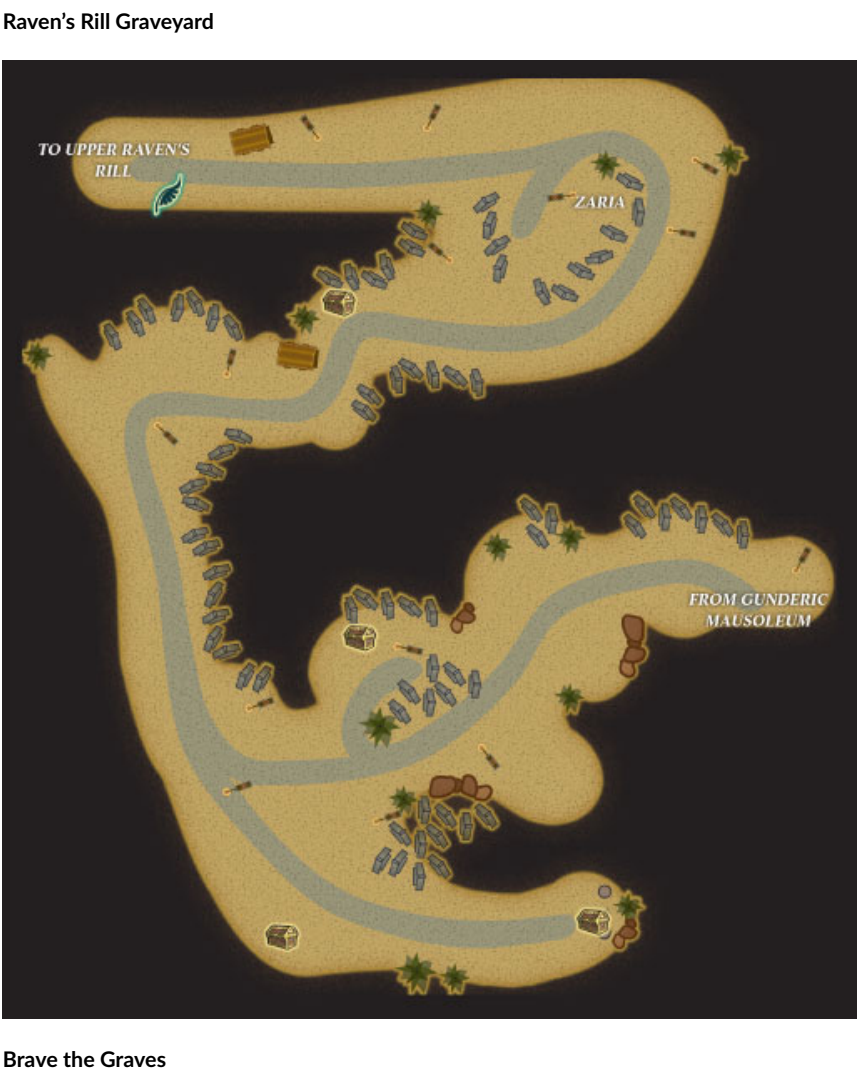


Attack the weak, crumbling wall to the east to destroy it, exposing a secret side chamber. Open the sarcophagi you discover to obtain a unique and valuable piece of armor for Katarina.

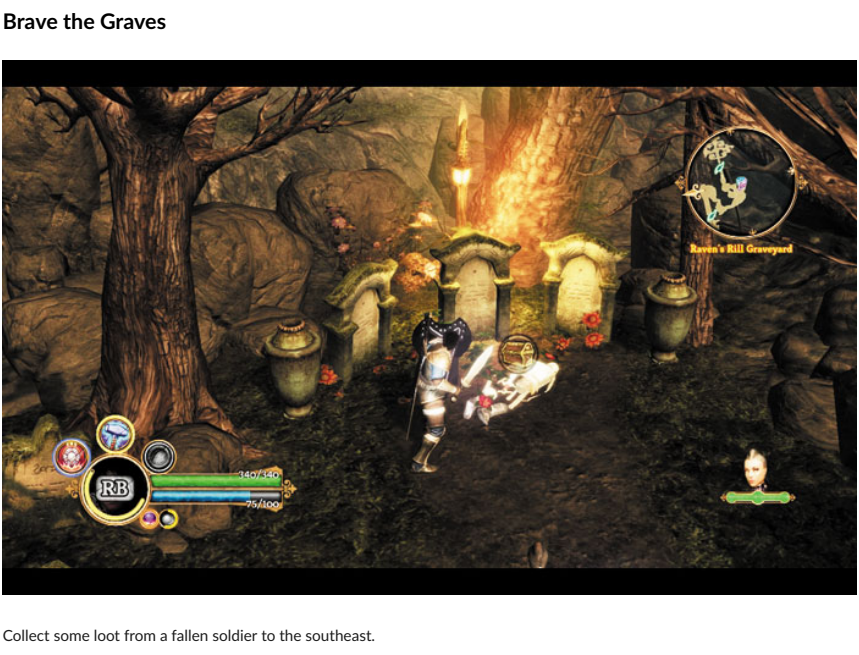


When you've finished exploring the entry hall, open the far door and save at the beacon beyond. Venture onward to exit the Gunderic Mausoleum and enter the cold embrace of the evening air.

Raven's Rill Graveyard



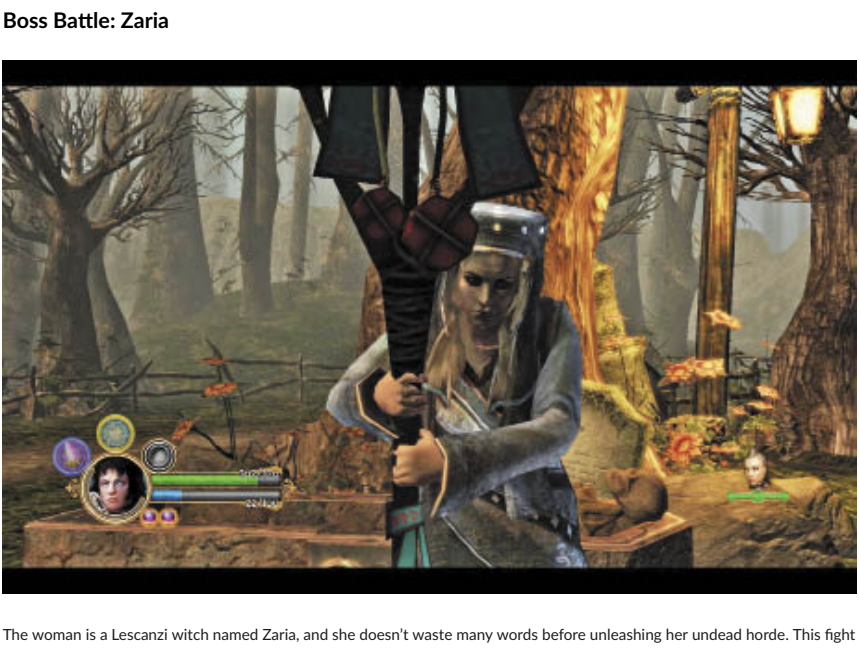
Brave the Graves



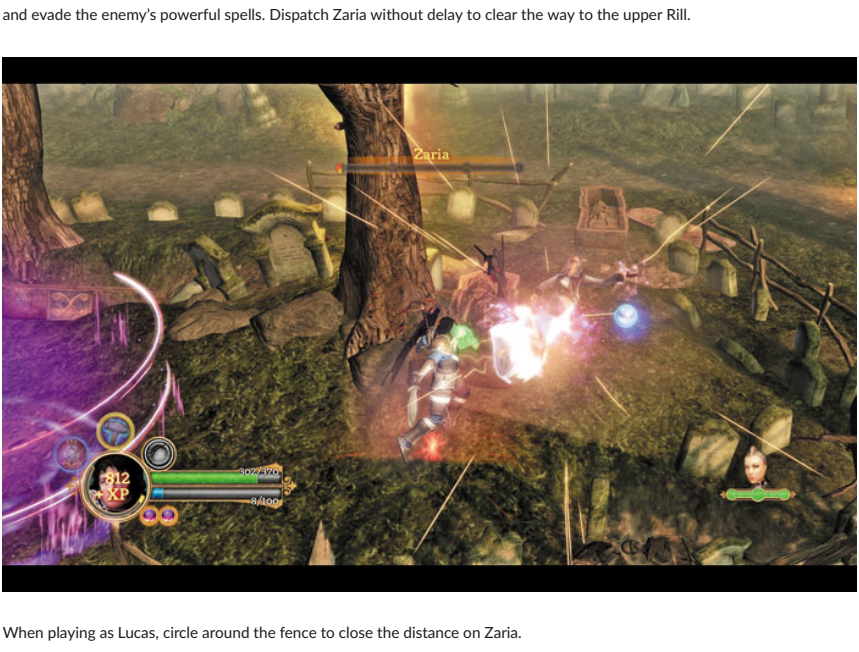
Collect some loot from a fallen soldier to the southeast.

Beware: Hostile undead patrol these unholy grounds. Fight your way up the long, winding path, searching the nooks and crannies for lootable chests and corpses. Refer to the map to ensure you find every bit of gear and gold, and press on until you encounter a mysterious woman.

Boss Battle: Zaria

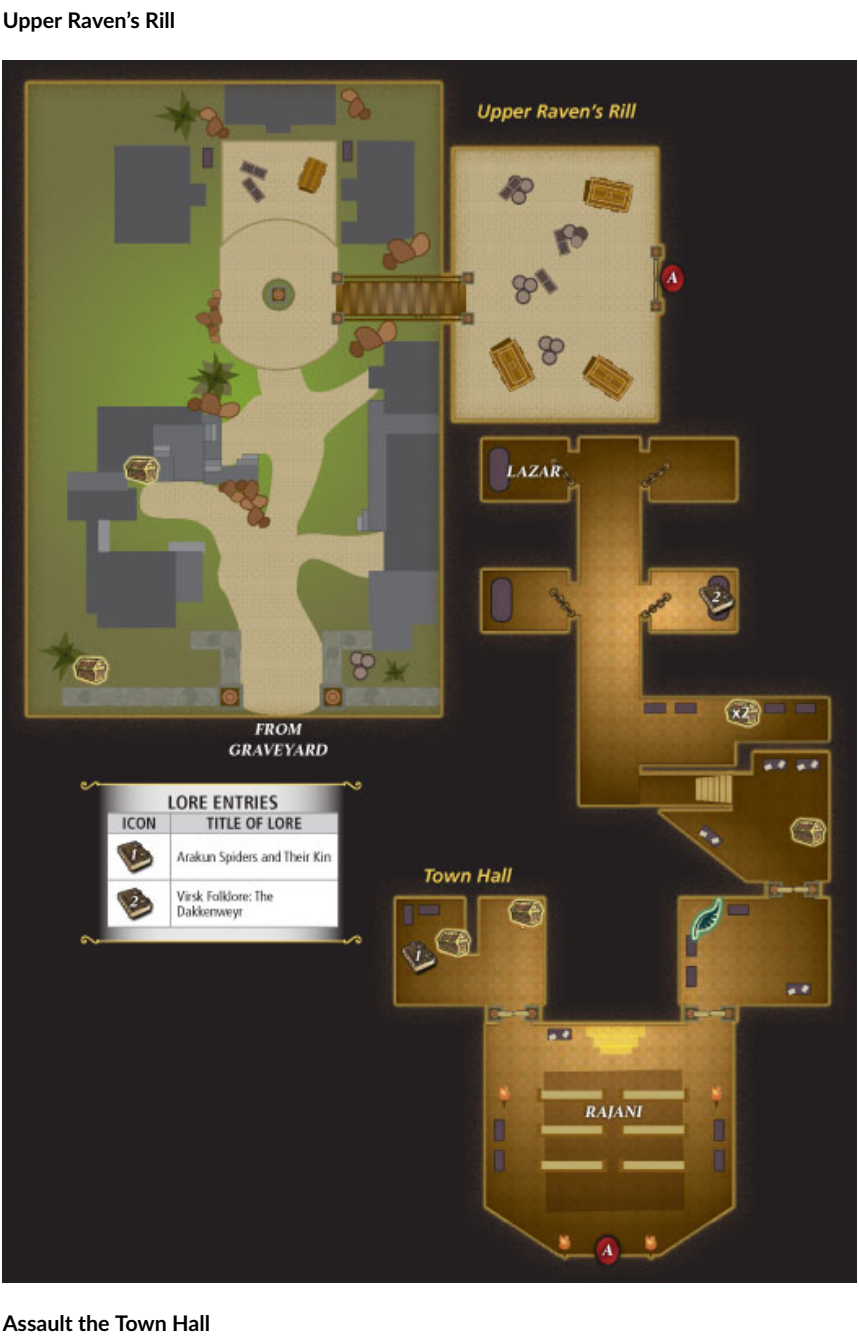


The woman is a Lescanzi witch named Zaria, and she doesn't waste many words before unleashing her undead horde. This fight is very much like the one against Vera back at Stormsong Cavern—begin by slaying all of Zaria's witches and skeleton warriors, and evade the enemy's powerful spells. Dispatch Zaria without delay to clear the way to the upper Rill.



When playing as Lucas, circle around the fence to close the distance on Zaria.

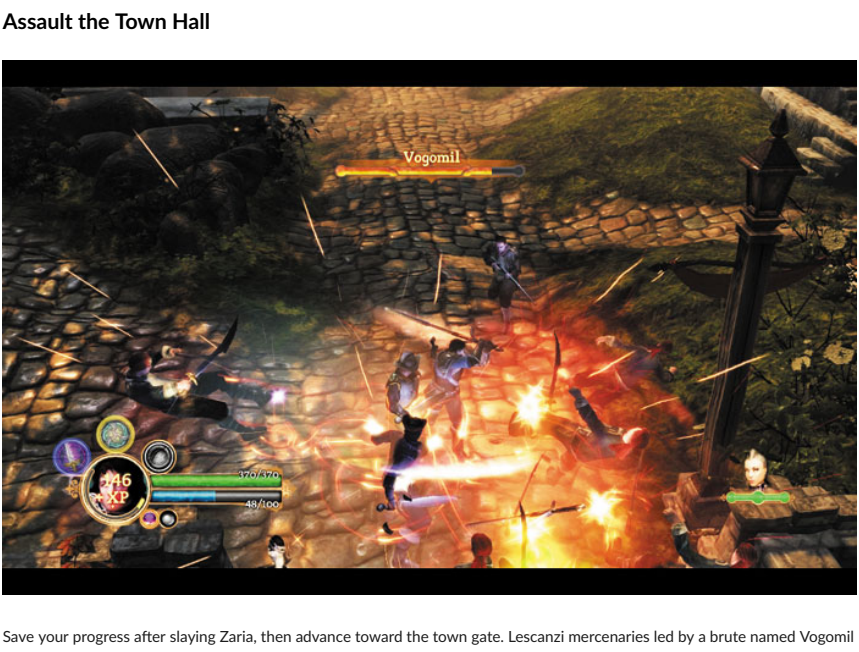
Upper Raven's Rill



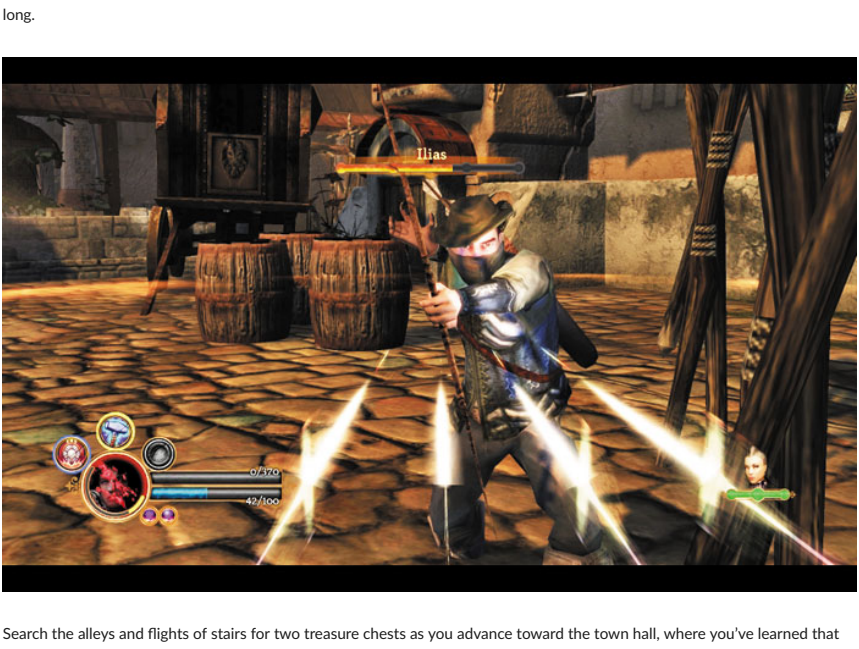
LORE ENTRIES

ICON	TITLE OF LORE
1	Arakun Spiders and Their Kin
2	Virsk Folklore: The Dakkenweyr

Assault the Town Hall

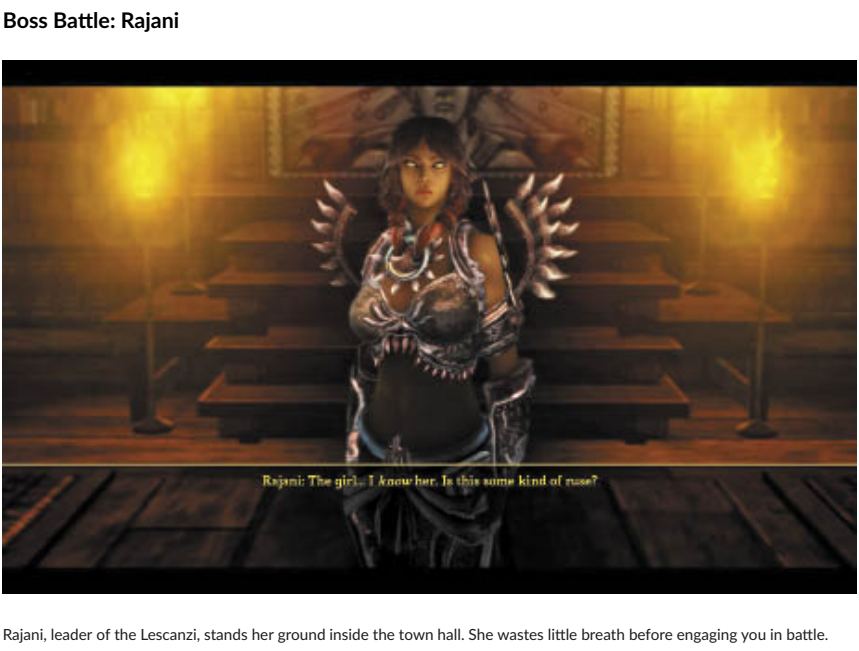


Save your progress after slaying Zaria, then advance toward the town gate. Lescanzi mercenaries led by a brute named Vogomil storm forth to stop you. You've encountered plenty of scum like this before—don't let this band of henchmen delay you for long.

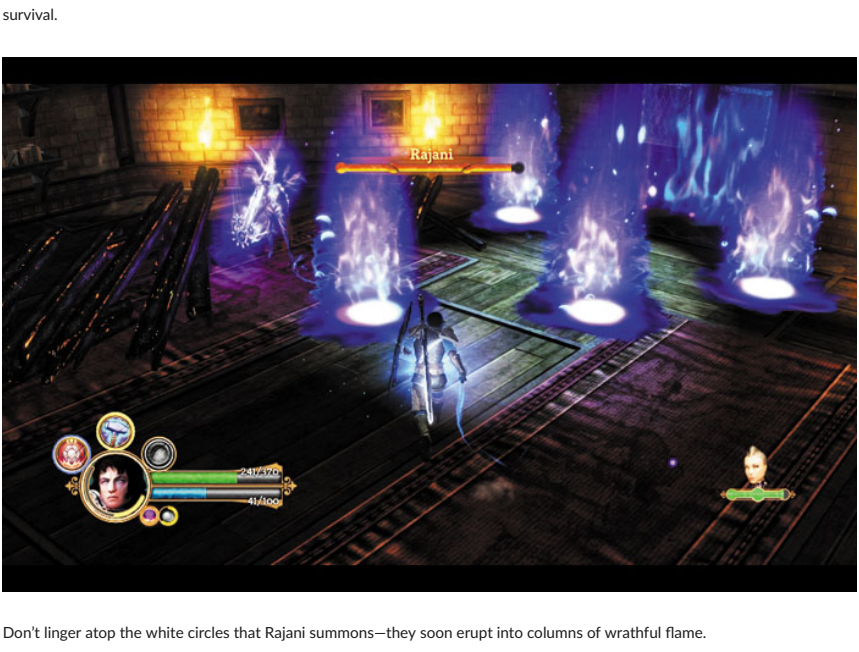


Search the alleys and flights of stairs for two treasure chests as you advance toward the town hall, where you've learned that the mayor, Lazar Bassili, is being held prisoner. Eliminate the next group of mercenaries you encounter, which is led by a thug named Ilias, along with a third group of soldiers who barge out from a nearby building after Ilias falls.

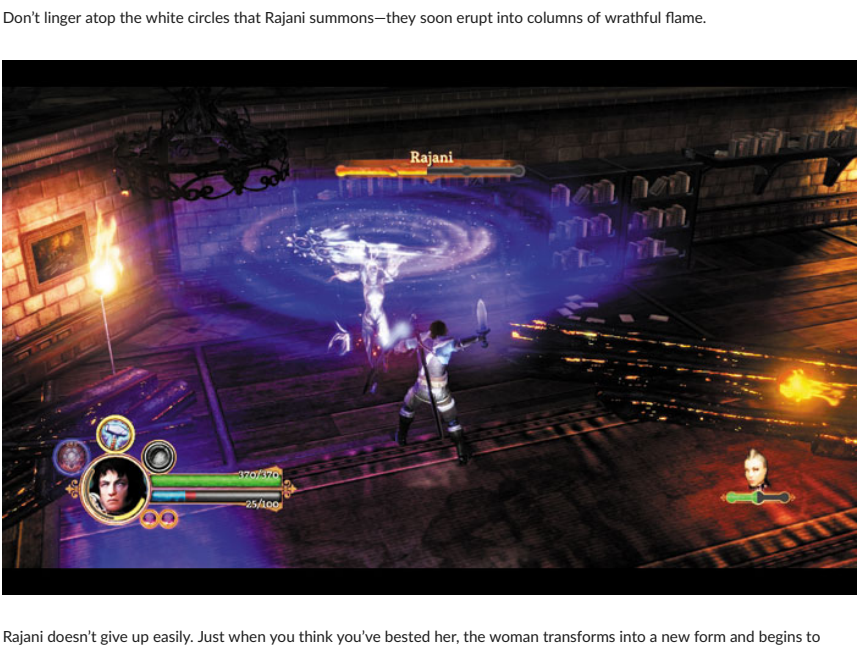
Boss Battle: Rajani



Rajani, leader of the Lescanzi, stands her ground inside the town hall. She wastes little breath before engaging you in battle. Rajani is a single foe with no minions to support her, so unleash your most devastating single-target attacks and abilities to chop away at her health. Rajani's quick offense is difficult to dodge, so simply evade often to ensure your best chance of survival.

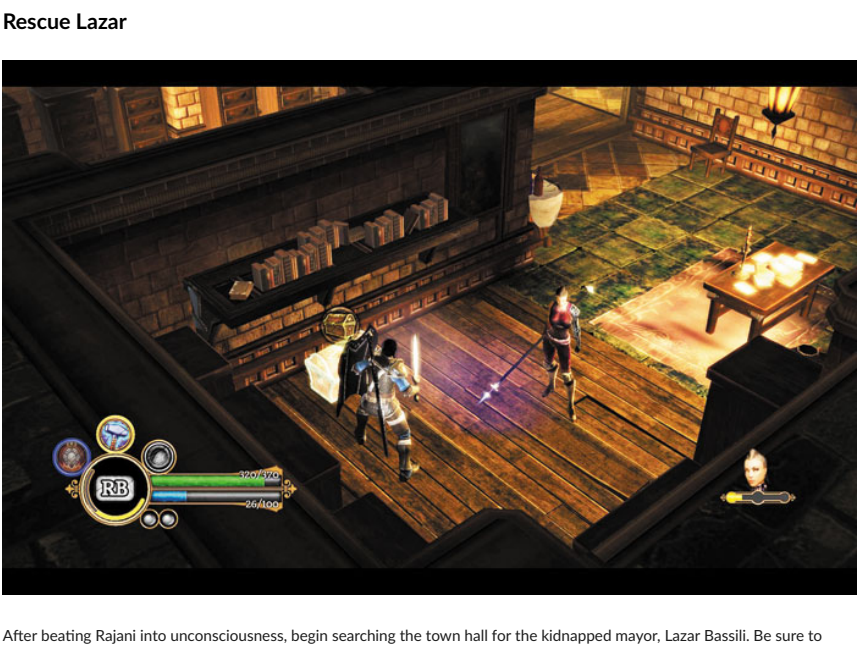


Don't linger atop the white circles that Rajani summons—they soon erupt into columns of wrathful flame.



Rajani doesn't give up easily. Just when you think you've bested her, the woman transforms into a new form and begins to teleport about, unleashing unholy fire attacks. Dodge to avoid damage as you close on Rajani. Pummel her with your most powerful attacks and abilities each time you move into striking range.

Rescue Lazar



After beating Rajani into unconsciousness, begin searching the town hall for the kidnapped mayor, Lazar Bassili. Be sure to search each room thoroughly to discover some fresh loot and a couple of new lore entries. See the town hall's map for the exact locations of these valuables.

Lazar Bassili

Pull the levers you discover downstairs to open several holding cells—one of them contains the haggard mayor of Raven's Rill. Bassili is thrilled to be released, but he worries that Rajani may soon awake. The mayor urges you to hurry back upstairs, but don't overlook the lore entry in one of the cells on your way out.

Rajani

Beaten and subdued, Rajani calmly awaits her fate. Anjali notices that Rajani's eyes glow with the same fire as her own, and concludes that she must also be an archon. If Anjali is your companion, gain Influence with her by telling Rajani, "Anjali is a legionnaire." Rajani isn't certain what to believe, but she reveals that she serves none other than Jeyne Kassynder—the woman responsible for the Legion's destruction 30 years ago.

You must decide Rajani's fate: either kill the confused archon (as the mayor insists) or set her free in a show of goodwill toward Jeyne Kassynder (as put forth by Marten Guiscard). Imprisoning Rajani isn't an option—the woman is far too powerful to restrict within a simple jail cell. The decision you make will determine the Deed that you're awarded at this point in the adventure and may also have an impact on events yet to come. When choosing Rajani's fate, deciding to "let her carry a warning" or to "set her free" will gain you Influence with Lucas if he's your companion.

Note

You can obtain Rajani's one-of-a-kind spear—but only if you choose to kill her.

Deed Gained—Gracious in Victory - *Will +2*

You spared the life of the archon, Rajani, and proved that the Legion can be merciful, even to its enemies.

Deed Gained—Ironhand - *Attack +2*

You defied the wrath of Jeyne Kassynder and slew her archon handmaid, Rajani.

The Venerable Odo

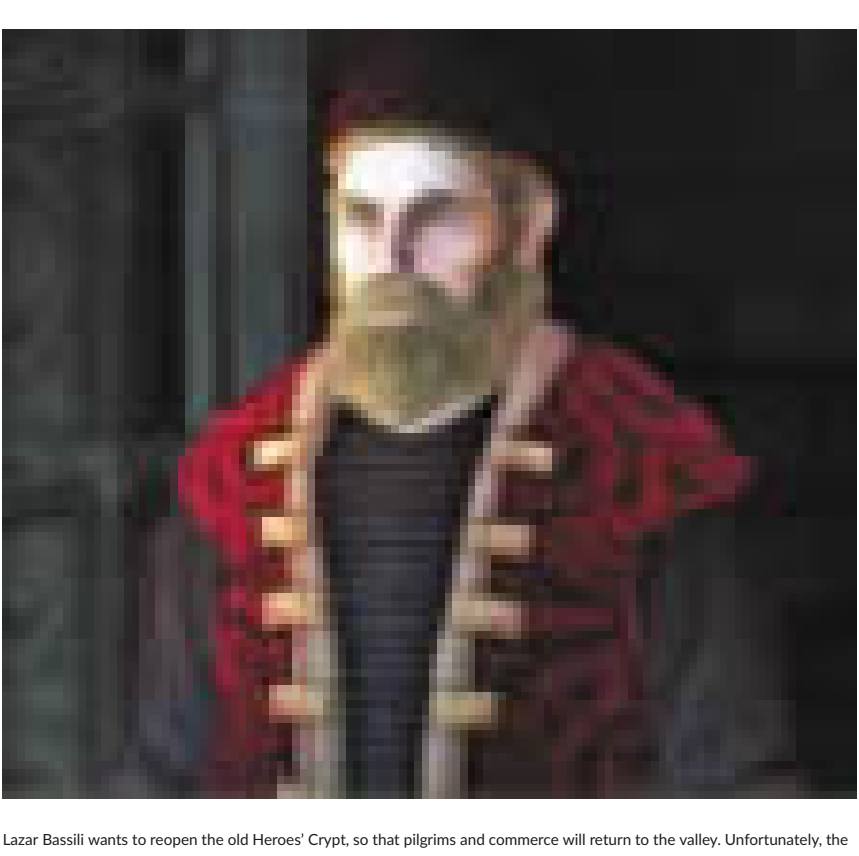
Back at the Legion chapterhouse, Odo provides a fairly detailed recounting of Jeyne Kassynder's blood-soaked history with the Legion. Listen to his tale to learn how the woman managed to twist public perception and turn the people against the Legion many years ago. If Anjali is your companion, tell Odo "I agree," followed by "let's go after Jeyne," to gain a double dose of Influence with the attractive archon. Or, if Lucas stands by your side, tell Odo, "you're wrong," followed by "we need more legionnaires," to gain two helpings of Influence with the young Montbarron instead.

Odo suggests that you travel to Stonebridge, a magnificent city where the Legion's Grand Chapterhouse stands. Probe Odo to learn that you'll need to traverse a treacherous swamp to reach Stonebridge. Once you arrive in the city, you should be able to activate the Grand Chapterhouse's Causeway gate and quickly travel between the two chapterhouses.

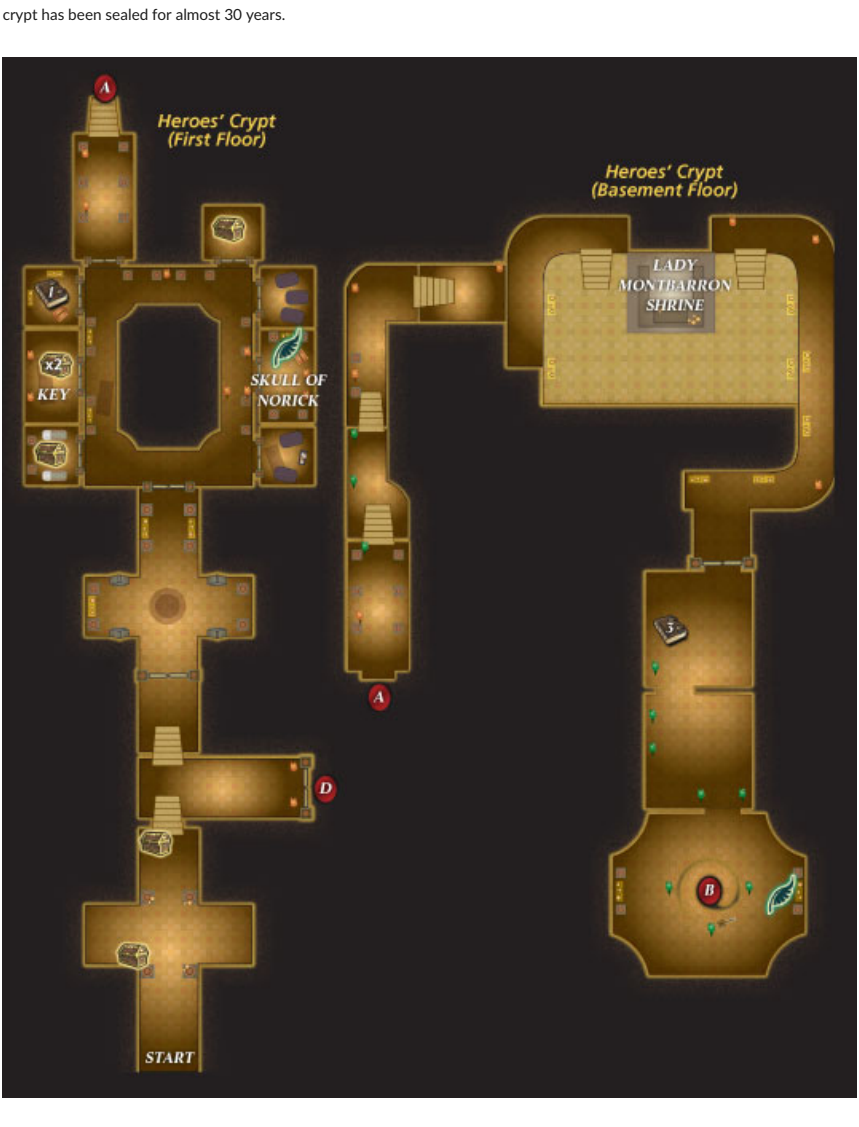
Side Quest: Heroes of Old

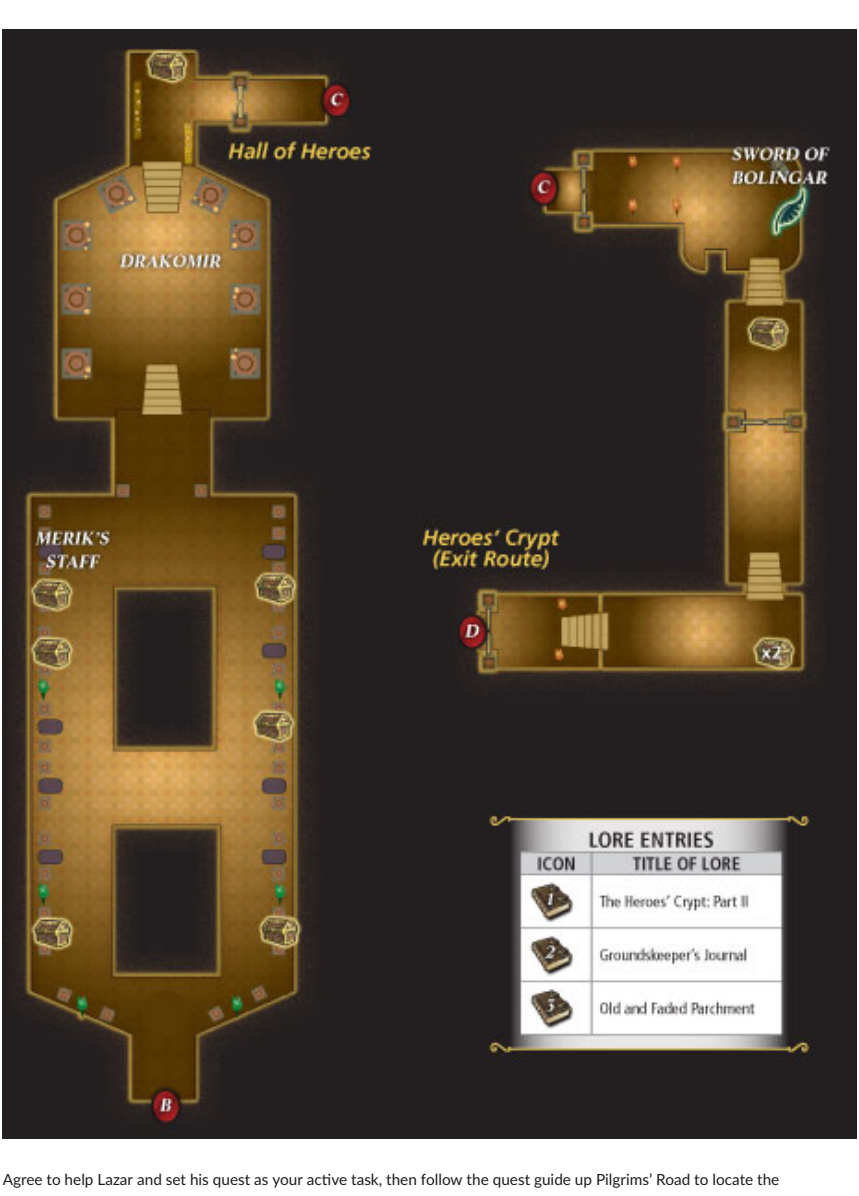
Exit the chapterhouse to find Lazar Bassili waiting for you on the far side of the bridge. The grateful mayor has a favor to ask of the Legion.

Open the Crypt



Lazar Bassili wants to reopen the old Heroes' Crypt, so that pilgrims and commerce will return to the valley. Unfortunately, the crypt has been sealed for almost 30 years.





LORE ENTRIES

ICON	TITLE OF LORE
1	The Heroes' Crypt: Part II
2	Groundskeeper's Journal
3	Old and Faded Parchment

Agree to help Lazar and set his quest as your active task, then follow the quest guide up Pilgrims' Road to locate the foreboding Heroes' Crypt. The Lescanzi cowards have fled the valley and there's no new treasure to be found along the road, so simply sprint to the crypt without delay. When you arrive, inspect the two statues near the crypt's front door and insert both the Montbarron and Gunderic signet rings to unseal the ancient structure.

Note

You must brave Gunderic Manor and defeat Lord Gunderic to obtain his signet ring. See the "Gunderic Manor" side quest within the walkthrough chapter "The Search for Survivors" for details.

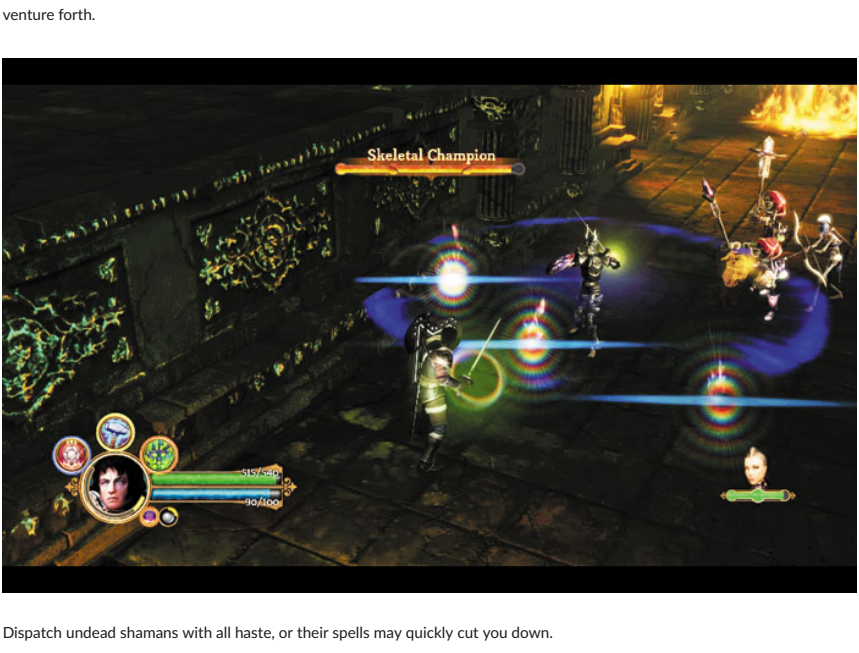
Side Quest: Relics of Another Age

Speak with a scholar named Maximilien, who's admiring the Heroes' Crypt's artistic exterior, to learn that the man has a passion for antiquities.

Find the Three Relics

The scholar, Maximilien, is seeking three relics from the Heroes' Crypt: the Skull of Norick, the Sword of Bolingar, and Merik's Staff. He has offered a reward for each relic that you find and bring to him.

You can collect Maximilien's three relics while investigating the Heroes' Crypt for Lazar. Enter the crypt and begin smashing ancient vases to discover random loot. A voice soon booms out from the crypt's depths, taunting you. Gather your courage and venture forth.

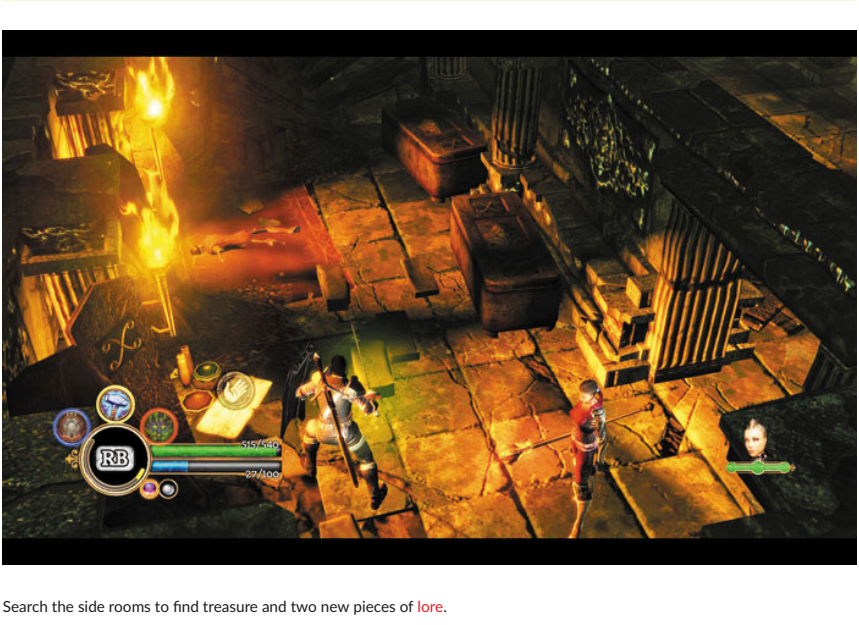


Dispatch undead shamans with all haste, or their spells may quickly cut you down.

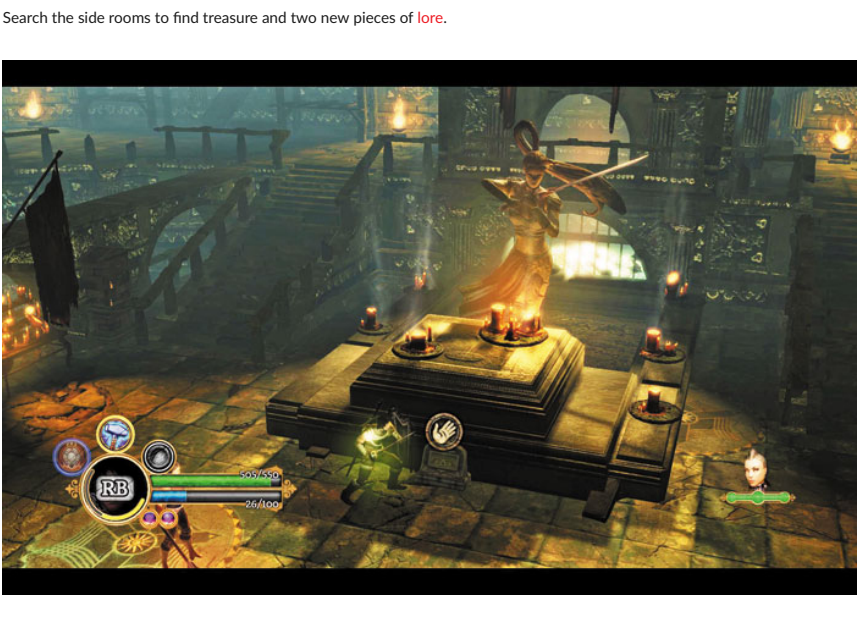
It's not long before undead warriors rush you—lay these lost souls to rest as you delve deeper into the Heroes' Crypt. Several formidable Skeletal Champions will challenge you throughout the crypt as well—evade their strong but predictable sword strikes, and counter with your most devastating abilities.

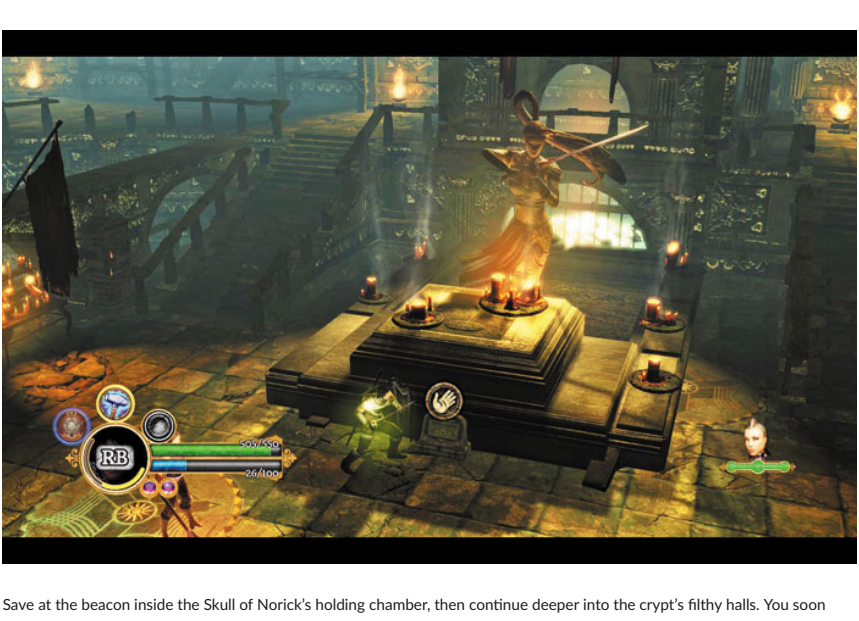
Note

Skeletal Champions have a small chance to drop a precious artifact known as Ulfgrim's Buckler when defeated.

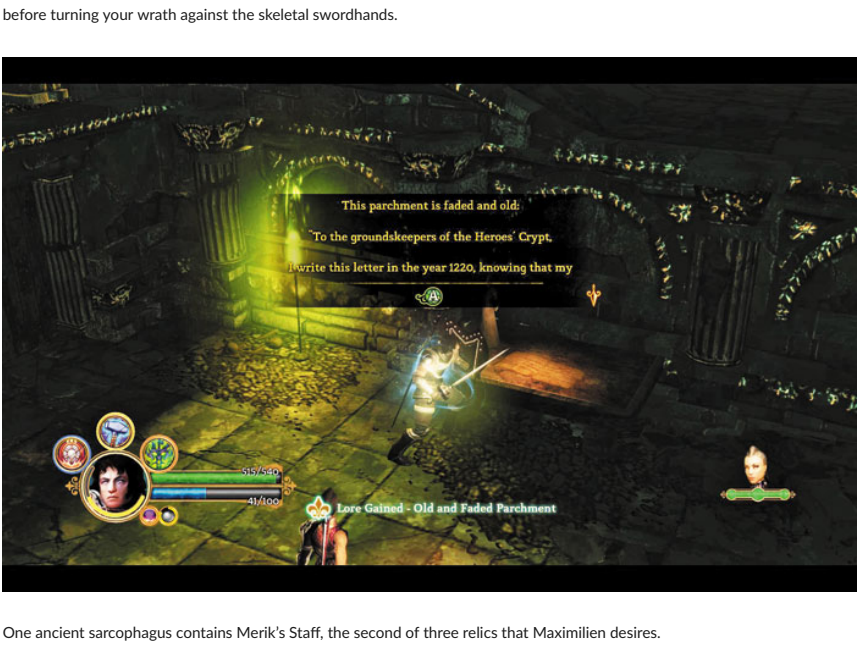


Search the side rooms to find treasure and two new pieces of lore.



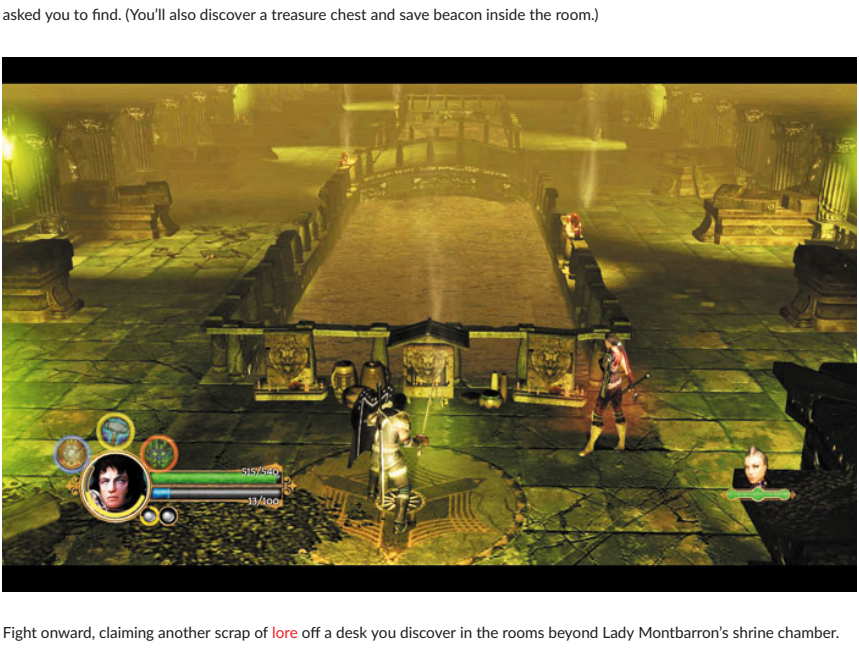


Save at the beacon inside the Skull of Norick's holding chamber, then continue deeper into the crypt's filthy halls. You soon descend into a quiet chamber, where a shrine has been built in honor of the lady Montbarron. The serenity is scattered when you're suddenly ambushed by a horde of undead. Dodge to avoid being surrounded, and slay all of the vulnerable shamans before turning your wrath against the skeletal swordhands.


This parchment is faded and old.
To the groundskeepers of the Heroes' Crypt,
I write this letter in the year 1220, knowing that my
Lore Gained - Old and Faded Parchment

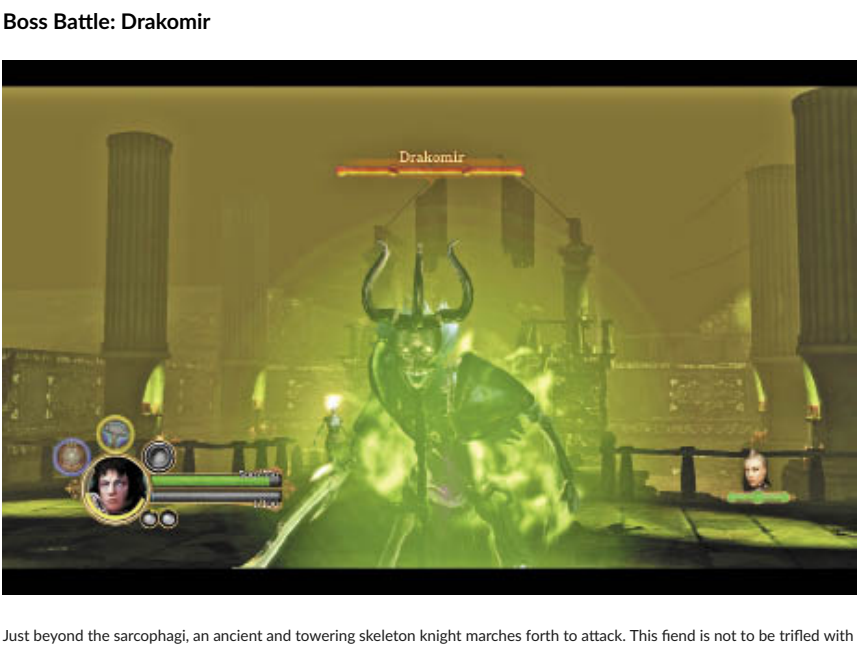
One ancient sarcophagus contains Merik's Staff, the second of three relics that Maximilien desires.

Fight your way to a wide balcony that overlooks a central chamber. Slay many more undead as you explore the balcony's small side rooms. Discover a key on a corpse in a room on the left—the key opens the locked door to the right, on the balcony's opposite side. This lets you access a special side room that houses the Skull of Norick—one of three relics that Maximilien has asked you to find. (You'll also discover a treasure chest and save beacon inside the room.)

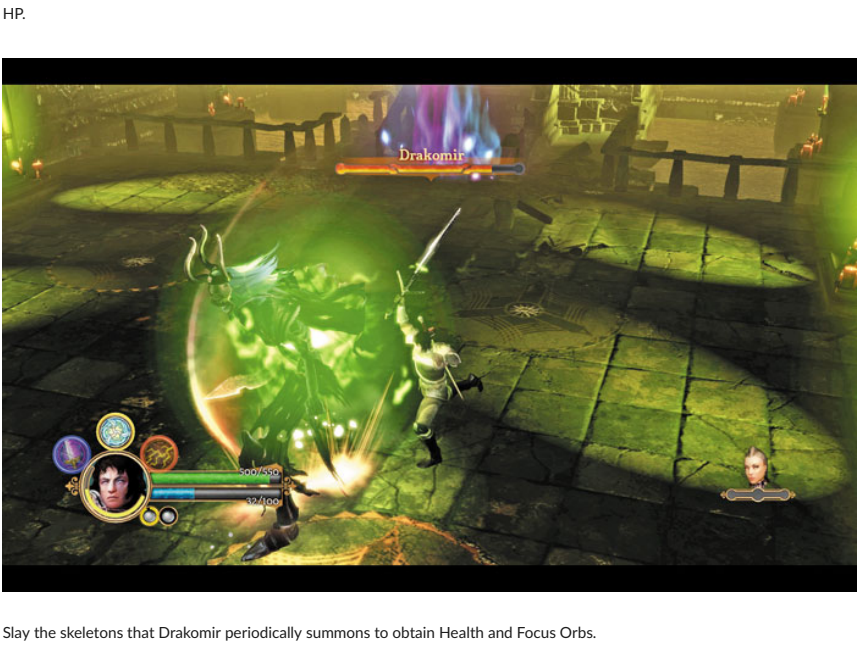


Fight onward, claiming another scrap of lore off a desk you discover in the rooms beyond Lady Montbarron's shrine chamber. You eventually descend a long, winding stairwell that leads to the Hall of Heroes, where many of Ebb's greatest champions are resting in their eternal slumber. The dead have no need of valuables—loot this sacred place, opening several sarcophagi to discover a remarkable assortment of precious artifacts.

Boss Battle: Drakomir

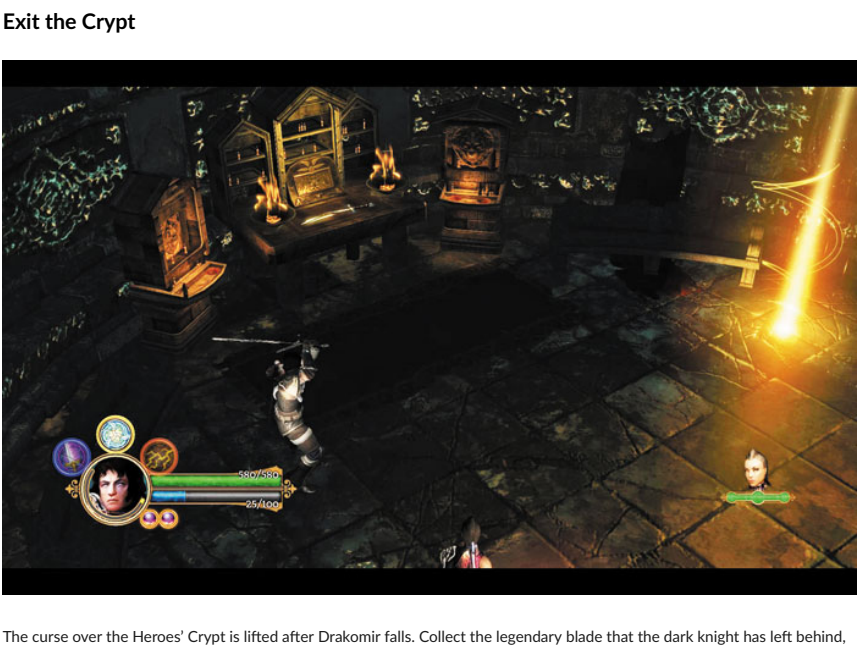


Just beyond the sarcophagi, an ancient and towering skeleton knight marches forth to attack. This fiend is not to be trifled with—exploit Drakomir's lumbering gait, and dodge each time you see the brute raise its massive sword in preparation to strike. Keep your distance and bombard Drakomir with ranged attacks if possible, or slip behind the villain and let loose with melee blows from the rear. Unleash your most crippling abilities to cut through Drakomir's thick armor and whittle away at its ample HP.

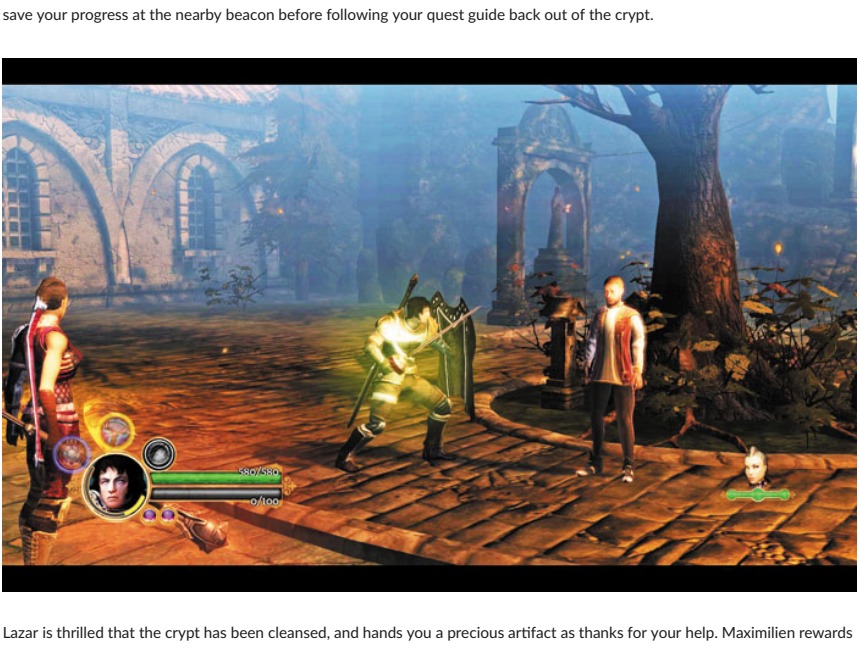


Slay the skeletons that Drakomir periodically summons to obtain Health and Focus Orbs.

Exit the Crypt



The curse over the Heroes' Crypt is lifted after Drakomir falls. Collect the legendary blade that the dark knight has left behind, and claim some valuable loot from Lady Montbarron's sarcophagus in the next corridor as you press onward to find your way back to the Heroes' Crypt. Claim Maximilien's third and final relic, the Sword of Bolingar, from an ornate table as you go, and save your progress at the nearby beacon before following your quest guide back out of the crypt.

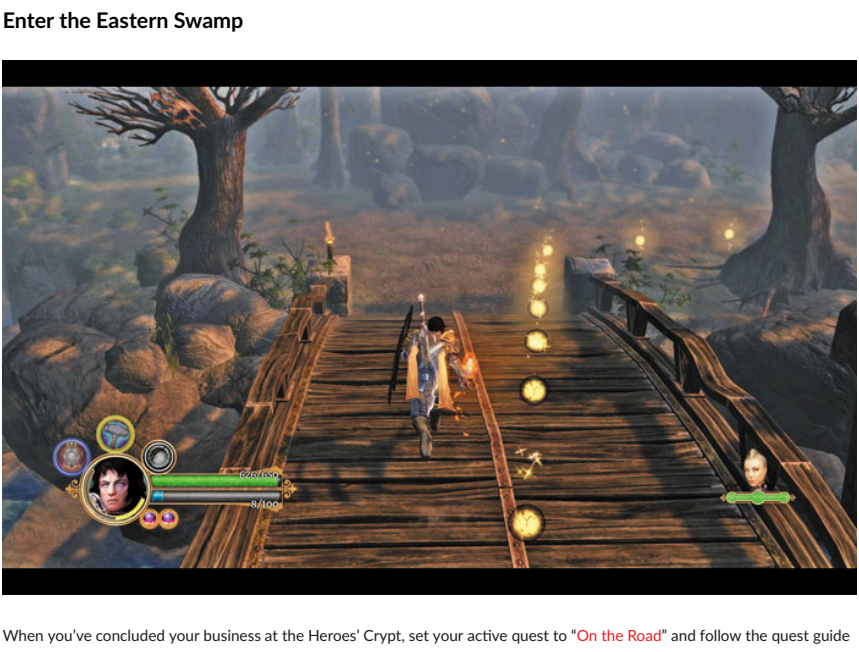


Lazar is thrilled that the crypt has been cleansed, and hands you a precious artifact as thanks for your help. Maximilien rewards you handsomely for each of the three relics you've retrieved for him. Not bad for a day's work!

Tip

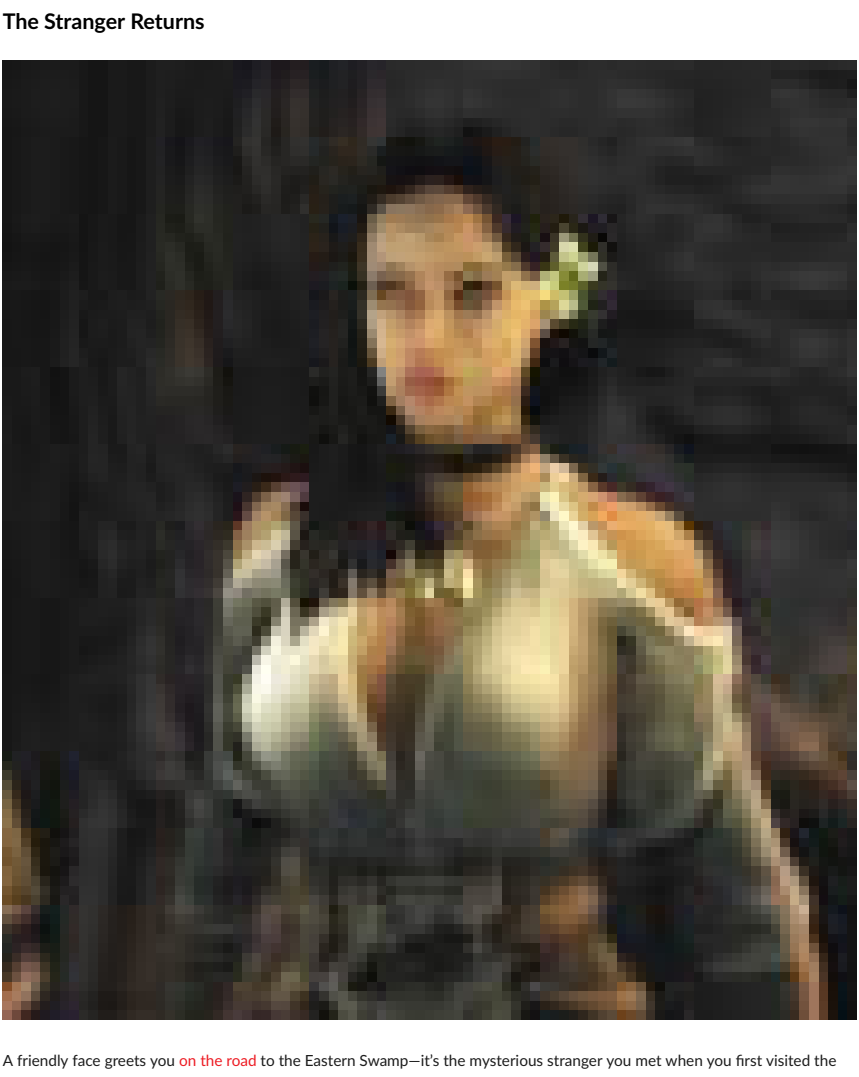
Make the short hike back to Florin's wagon to sell off unwanted gear and purchase new equipment before continuing into the swamp.

Enter the Eastern Swamp



When you've concluded your business at the Heroes' Crypt, set your active quest to "On the Road" and follow the quest guide across the newly repaired bridge that leads to the Eastern Swamp. You'll encounter a familiar face on your way to the marshland and gain the company of another worthy comrade.

The Stranger Returns



A friendly face greets you on the road to the Eastern Swamp—it's the mysterious stranger you met when you first visited the lower Rill, the same person who helped you rescue your current companion and Armand du Blanc from the clutches of the Lescanzi. With the valley at last free of villains, the stranger is now prepared to join you in your efforts to rebuild the Legion. What's more, the stranger tells you of a recent encounter with the Radiant Youth—apparently, the youth helped the stranger find you. What good fortune you have to gain the allegiance of another brave legionnaire!

When the conversation leads to a discussion about how Lescanzi witches will sometimes seduce foreign men, say that they do this "to make their clan stronger" to gain Influence with your new companion.

Note

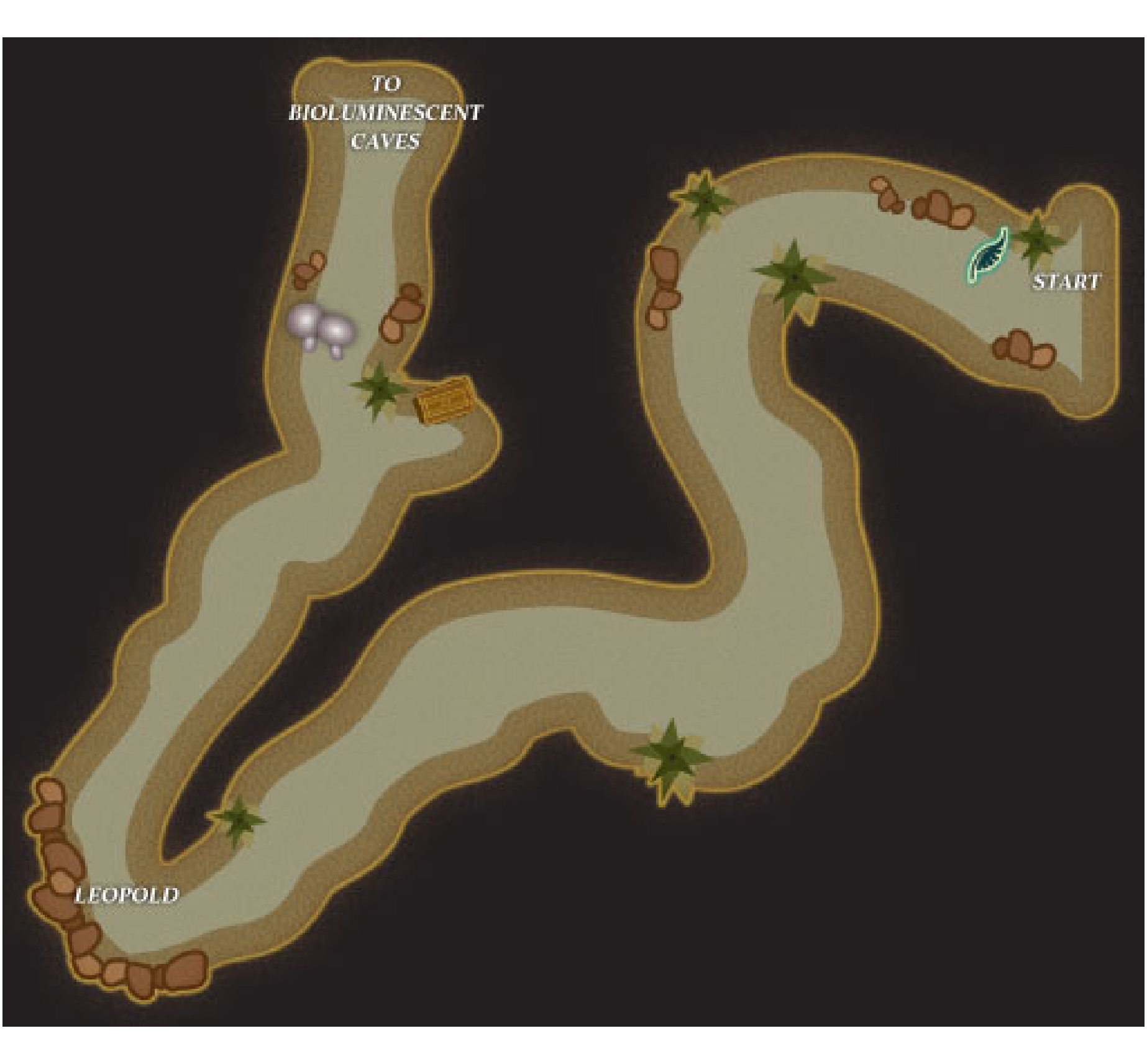
You may now change your active companion at any time through the Party menu, provided that no enemies are about. All party members gain XP equally, so inactive companions will level up at the same rate as active heroes; however, you can only gain Influence with your active companion. Consider each companion's strengths and weaknesses, and select the one whose skills and abilities best complement those of your chosen legionnaire.

Chapter Five

On the Road

Victory! The villainous Lescanzi have been banished from the Rukkenvahl, their plot undone by a handful of stalwart legionnaires. Life slowly returns to normal for the valley's humble citizens, but you've little time to enjoy the fruits of your labor. Odo has asked that you venture to the city of Stonebridge, where the Legion's Grand Chapterhouse stands. The journey won't be easy, for Stonebridge lies beyond Ehb's foul Eastern Swamp, home of the First People.

Eastern Swamp Bluffs



Swamp Romp

Discover a treasure chest in a nook after crossing the bridge that leads into the Eastern Swamp Bluffs. Lay waste to the roaming packs of spiders you encounter along the following trail—they pose little threat. Press onward to encounter a traveler named Leopold.

Leopold

This traveler warns you that there's trouble ahead. Apparently, the armies of the Azunite Church, which serve Jeyne Kassynder, are clashing with a faction known as the royalists in the swamp. Leopold divulges that the Azunites have the royalists pinned down within Glitterdelve Mine to the northwest, which explains the odd choice of battlefield. Thank Leopold for the warning before carrying on.

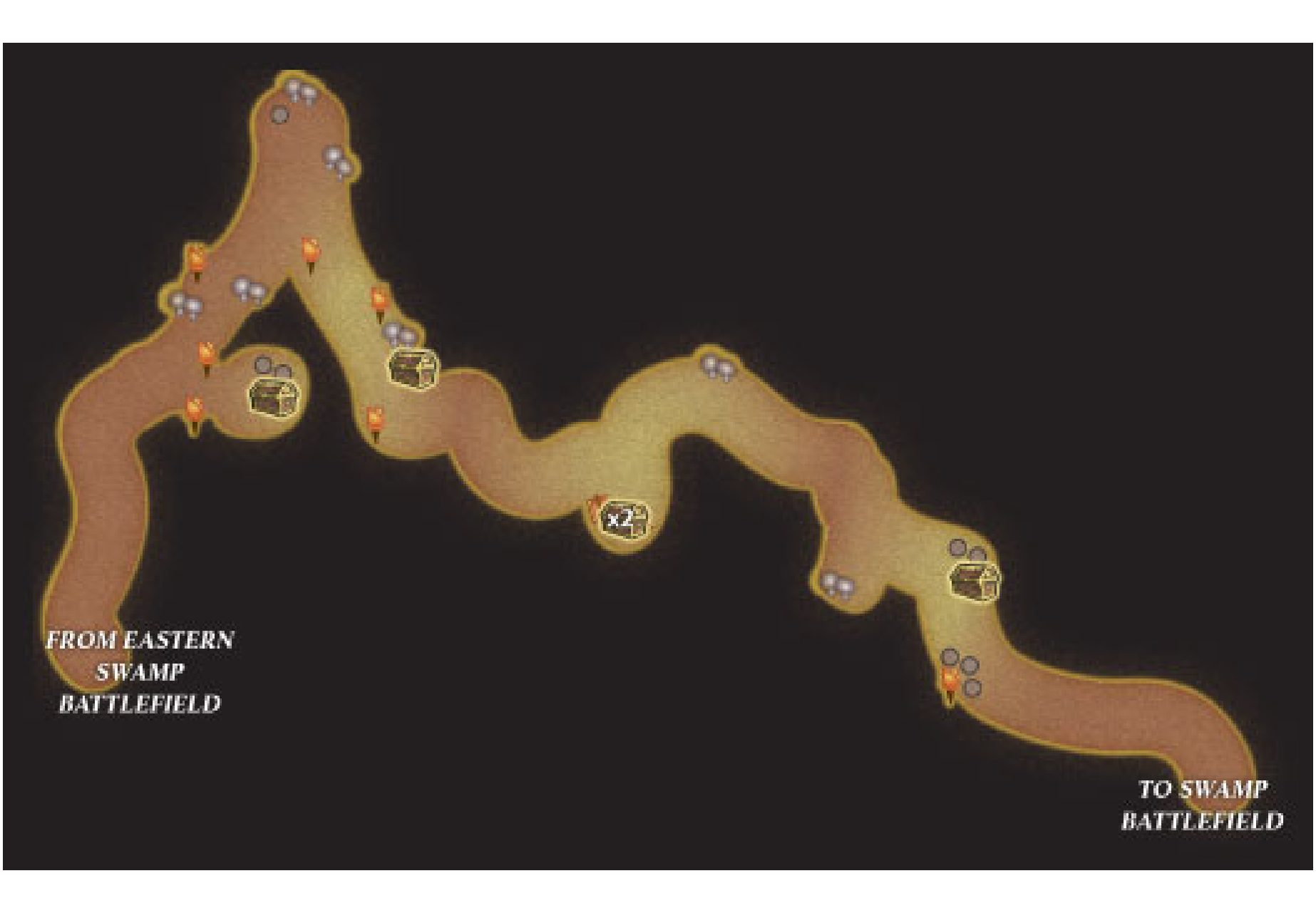
Find Another Route

An upturned wagon blocks the trail beyond Leopold—you'll need to find another way through the swamp. Venture down the overgrown trail to the left to encounter a group of Azunite soldiers. These dangerous men serve Jeyne Kassynder, and they attack you on sight. Dodge to avoid the knights as you eliminate the gunmen, then continue to evade and slip behind the knights, assaulting them from the rear.

Tip

Destroy the marshland's giant mushrooms while enemies are nearby to afflict them with status ailments.

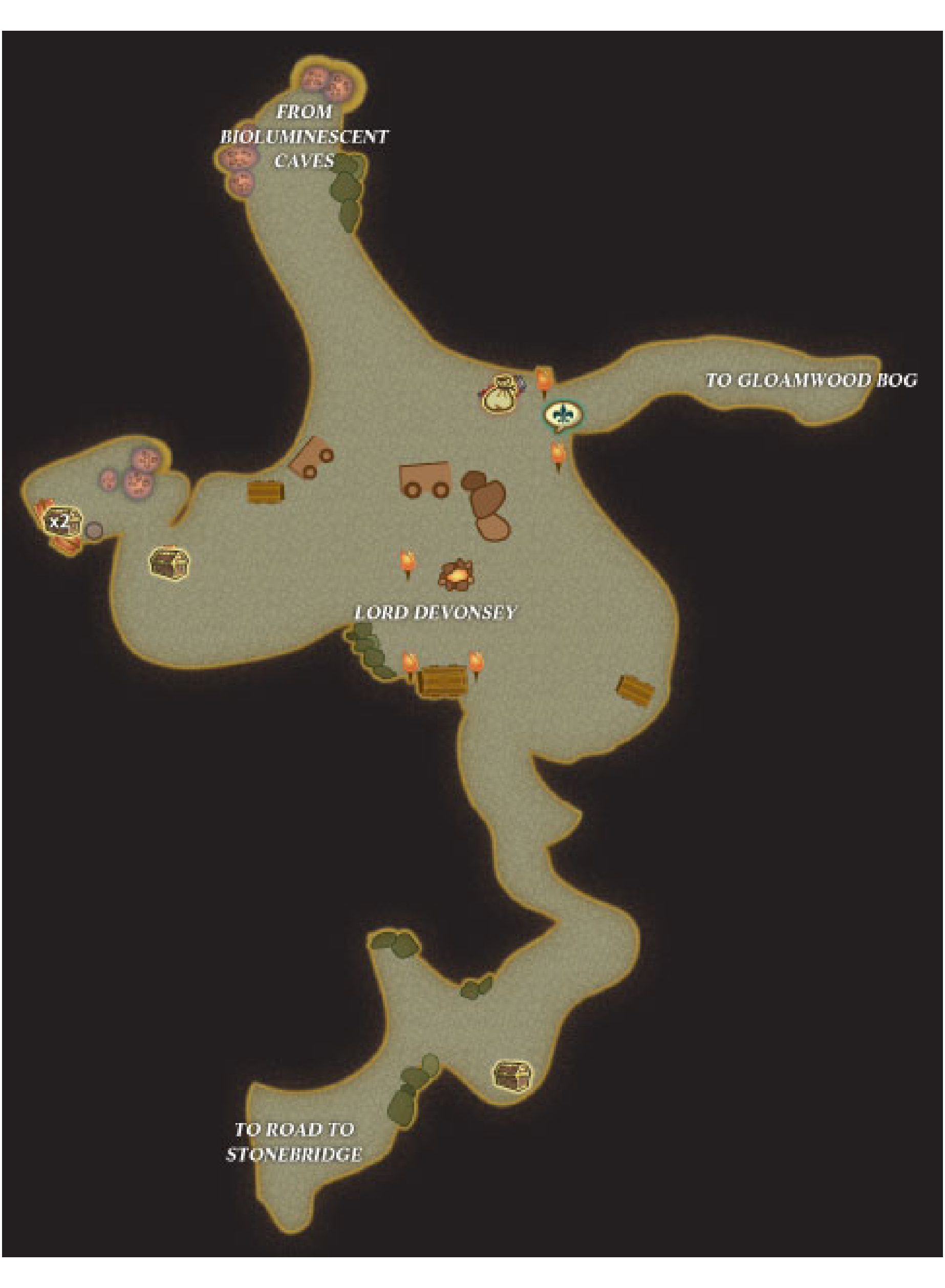
Bioluminescent Caves



Cut through the Caves

Dispatch more Azunite soldiers as you delve into a luminescent cavern. Collect treasure from three chests on your way through the caves. You should have little trouble passing through this short tunnel, but remember to retreat if the enemy starts to gain the upper hand.

Swamp Battlefield



Talk to the Royalist Leader

The cave leads directly to the swamp, which is currently under the control of royalist forces. Follow the path to locate the royalists' leader, a grizzled man named Lord Devonsey.

Lord Devonsey

Struggling against the Azunites has taken a terrible toll on the royalists, and Lord Devonsey is clearly shaken. If Lucas is by your side, explain to Lord Devonsey that you're "with the Legion" to gain Influence with him, or if Katarina is your current companion, lie and say "we're just travelers" to gain Influence with her instead. Devonsey informs you that the western road has collapsed—the royalists are trapped in this impassable marshland, as are you. However, Lord Devonsey offers you a ray of hope in saying that one of his men—a scholar named Phineas—somehow has the power to raise a land bridge out of the swamp's massive roots. Sadly, Phineas has been captured by the natives that live in the swamp, along with several other royalist soldiers. There's no telling what's become of these poor men, but Lord Devonsey agrees to muster what few troops he has left and join you in an effort to rescue them. To gain more Influence with Lucas, tell Devonsey that maybe you could "negotiate" with the First People. Or if Anjali is by your side, instead voice your eagerness to "attack the village" to gain Influence with her.

Side Quest: Lost in the Swamp

Explore the royalists' campsite to encounter a troubled soldier named Roderick, who has a favor to ask of you.

Find the Missing Scouts

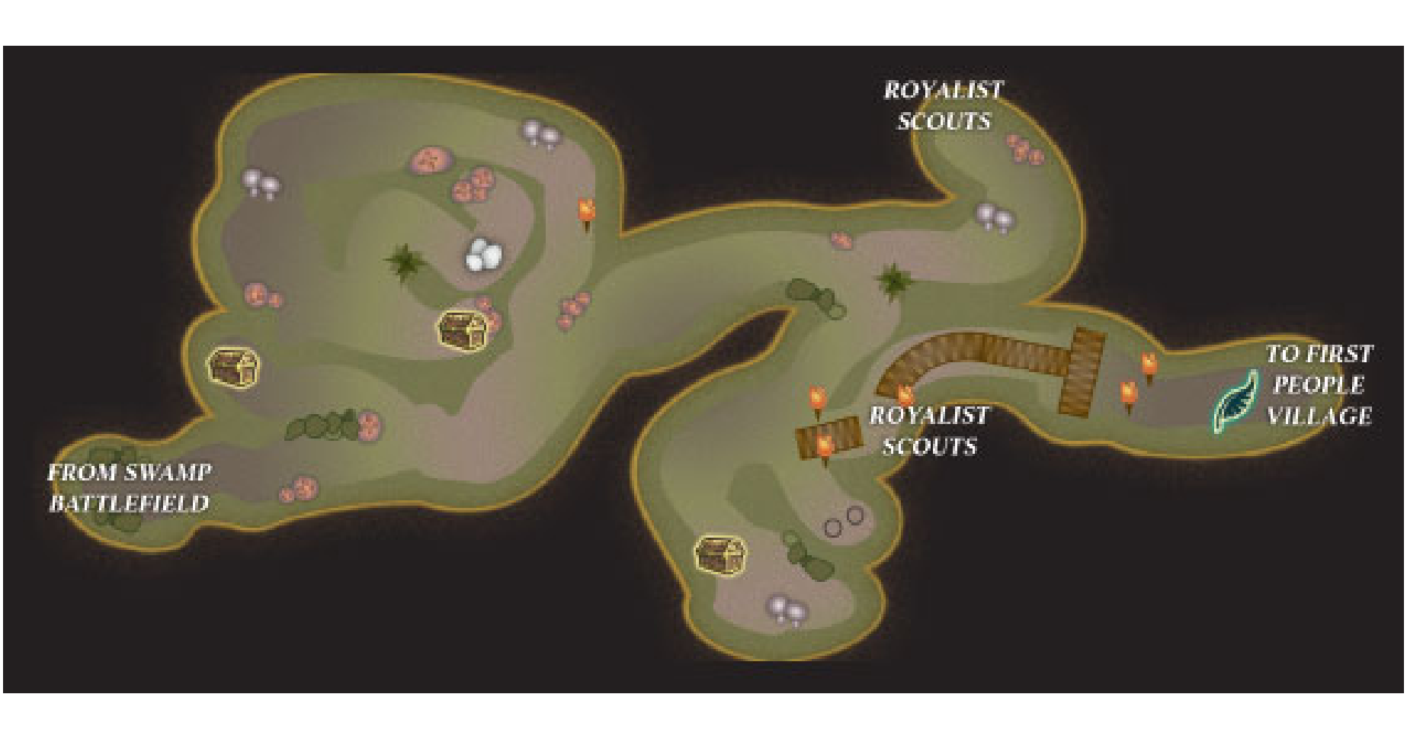
Roderick sent two scouting parties into the swamp, but neither has returned. He has asked that you watch for them and send them back to the royalist camp if you find them.

Simply follow the walkthrough and you'll locate Roderick's missing royalist scouts as you explore the swamp. Remember that the quest guide can lead you to each group as well.

Find the First People Village

Save your progress at the royalists' camp, then search the campsite to find two hidden treasure chests. Afterward, find Leopold (the merchant you met on the trail to the swamp), who's peddling his wares at a nearby stand. Have a look at Leopold's selection of goods (he offers a couple of precious artifacts), then follow the quest guide out of camp and into the foul bog beyond.

Gloamwood Bog



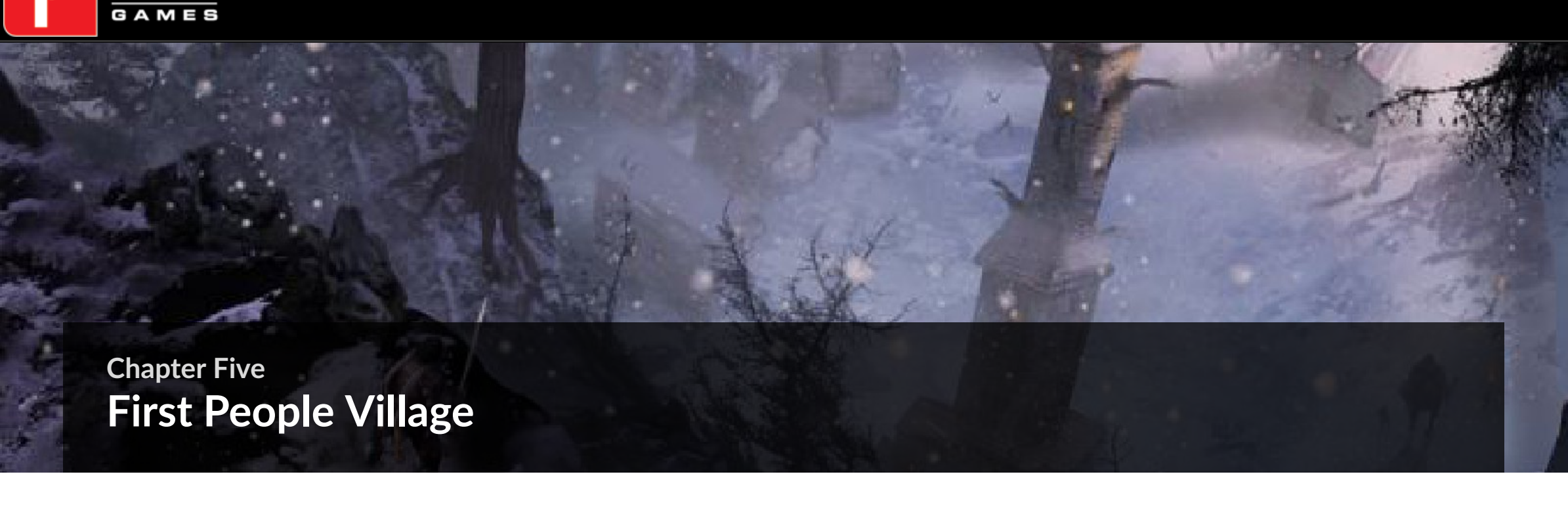
Bogged Down

Vicious spiders reside within the bog.

Beware the bog's aggressive wildlife—giant leeches and disgusting worms regularly spring up from the putrid water. These creatures are resilient, but not particularly life-threatening if you're quick to evade and react. Explore the bog thoroughly to claim a handful of treasures. You'll eventually find Lord Devonsey standing with his men near the edge of the First People's village.

Devonsey's Plan

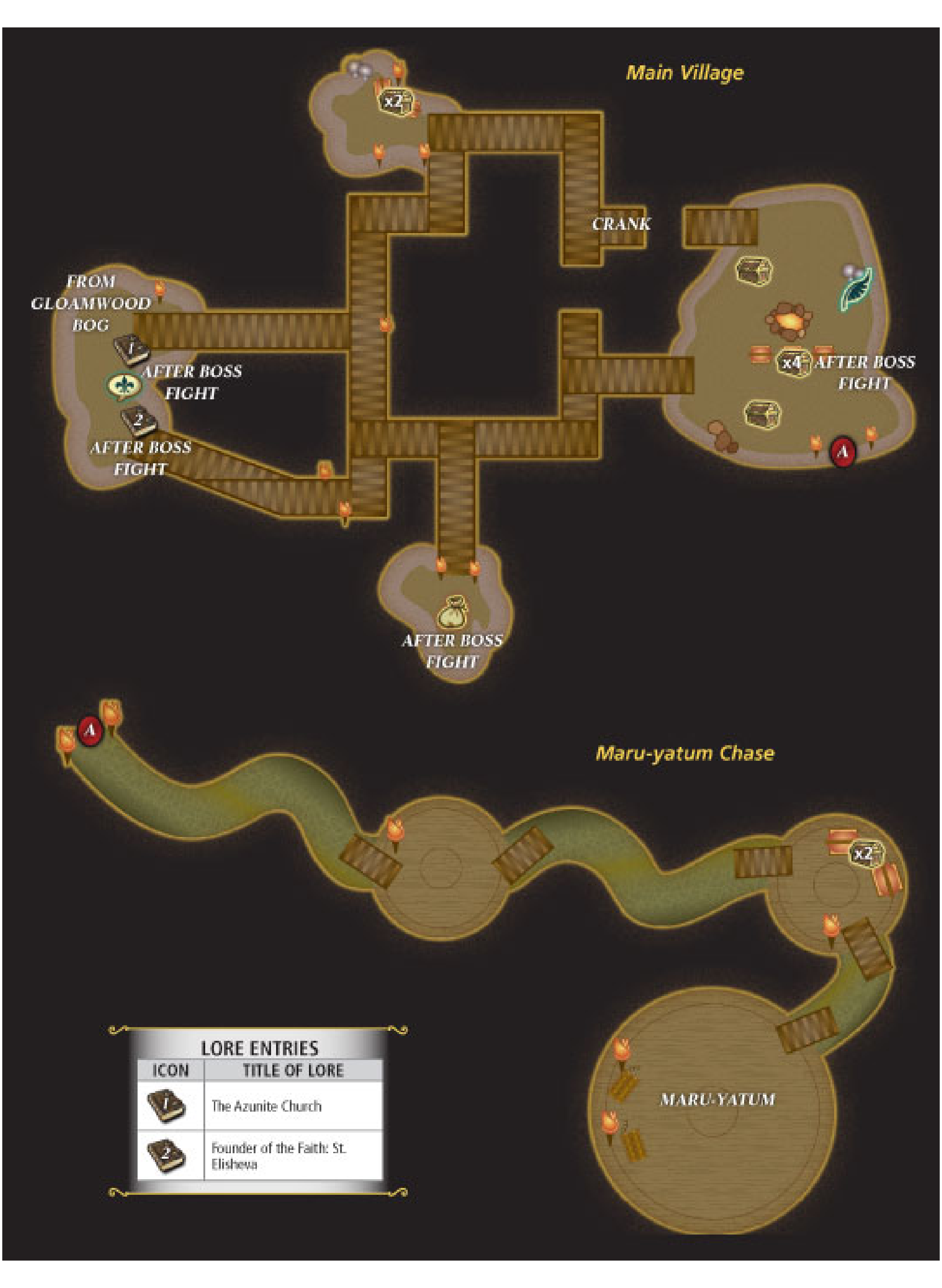
The royalist leader suspects that Phineas and any other royalist prisoners are being held at the far side of the First People's village, or perhaps somewhere in the trees above. Devonsey goes on to say that everything depends on finding the group's leader—their chief shaman. If you can manage to capture their leader alive, you can negotiate with the natives from a position of strength. Devonsey's plan sounds viable, though the enemy's superior numbers are certainly cause for concern.



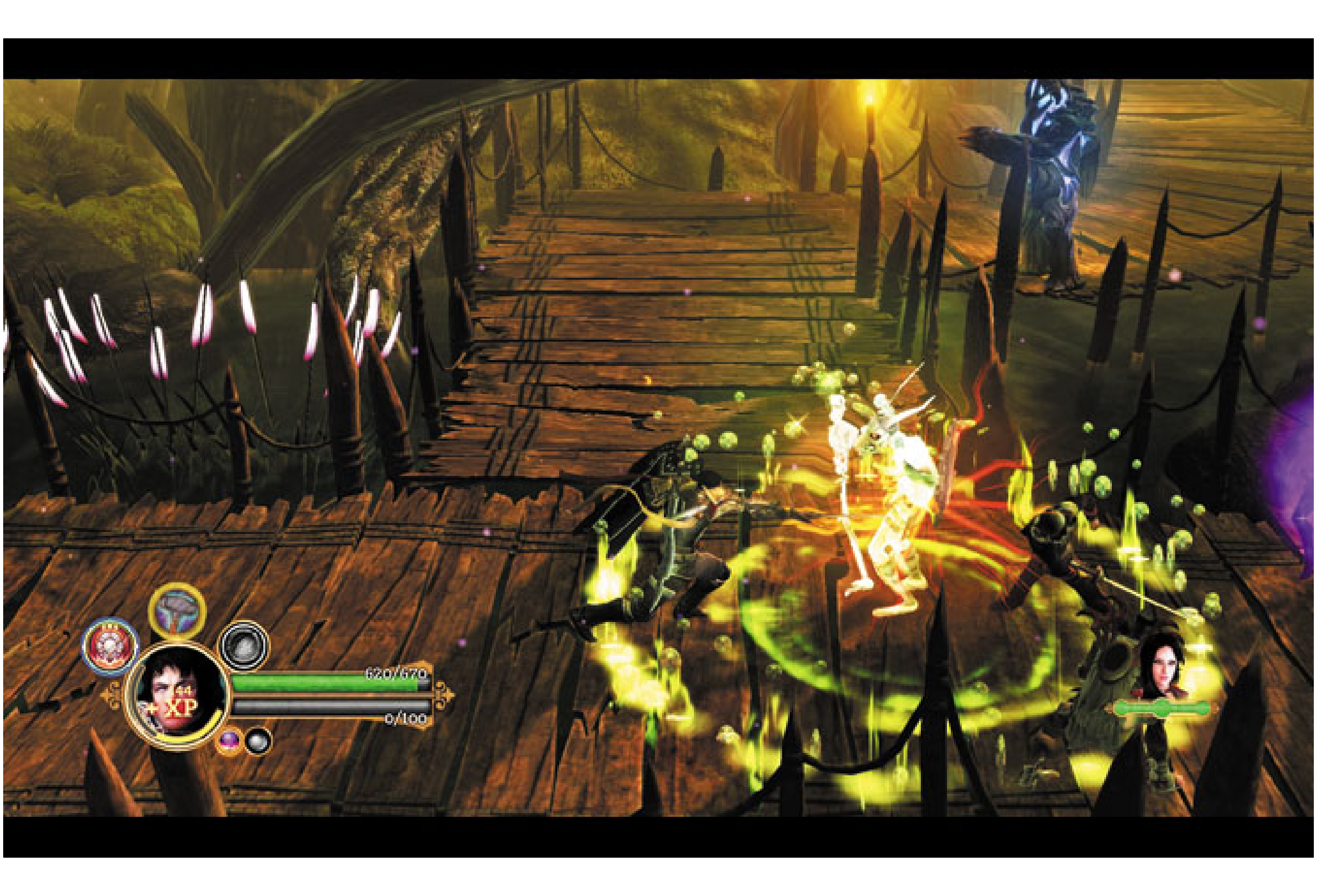
Chapter Five

First People Village

First People Village



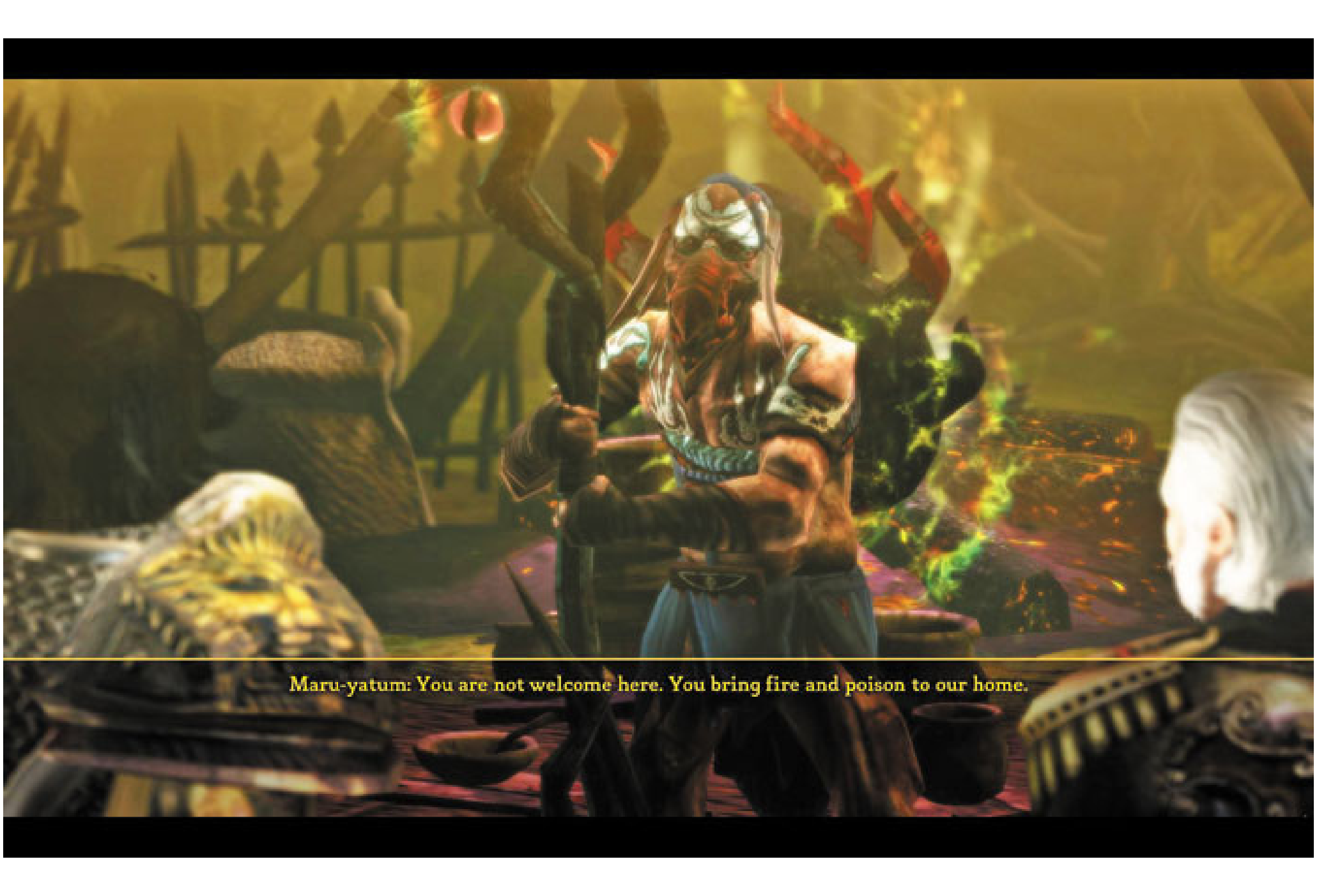
Rescue the Captured Royalists



Activate cranks to extend bridges across gaps in the wooden walkway.

You face heavy resistance from the First People as you infiltrate their village. Cut down each hostile that sprints forth as you press through the settlement. Keep a lookout for treasure as well—the swamp folk are not without goods to plunder.

Boss Battle: Maru-yatum



Maru-yatum: You are not welcome here. You bring fire and poison to our home.

You encounter the First People's mysterious leader in the heart of their village. Get as much information out of the shaman chief as you can before he flees, leaving his best warriors and shamans to thwart you. Help the royalists make short work of them—you've bested many like these before.

The shaman chief has fled to the treetops. Call up the quest guide to easily track him, and slash through several more groups of savages and shamans en route to the final showdown against Maru-yatum. Overwhelm the shaman chief with crushing offense, relenting only to heal as needed. Ignore the hulks that Maru-yatum summons and focus on cutting down the resourceful leader instead.

Maru-yatum

Having fought to the brink of death, the battle-weary shaman chief at last agrees to allow the release of the royalist prisoners. Furthermore, Maru-yatum gives you a charm that will allow for free passage through the marshland, and he invites you to plunder whatever you like from his tribe. A little show of strength certainly goes a long way in this dreary land.

Return to the Royalist Camp

Open the treasure chests that the First People have set out for you to acquire some valuable loot, including a unique staff. Approach the royalist soldiers afterward to speak with Phineas, the man who can help you get away from this foul place.

Phineas

The royalist scholar is relieved to be rescued but says that he continues to hold the First People in high regard. Question Phineas to learn some of what his studies of the natives have taught him, then ask him about his ability to help you navigate the swamp. Phineas assures you that he can help and tells you to speak with him again back at the royalist camp.

Side Quest: Missionary Work

As you make your way back to the royalist camp, you encounter a troubled woman named Arah. Perhaps you can spare a moment to lend some Legion aid.

Obtain the Slug Eggs

Arah, an Azunite missionary, has asked you to find some giant slug eggs, so that she can recreate an ancient First People remedy.

Assisting an Azunite missionary may not be at the top of your scroll of priorities, but Arah seems a kindly sort. Set Arah's side quest as your active quest, then follow the quest guide to locate the slug eggs she seeks—they aren't far. Eliminate the dangerous bog slugs that guard the eggs, including the vicious Ancient Burrower, then collect the precious commodities and return to Arah to claim your well-deserved reward: a precious amulet.

Side Quest: Lost in the Swamp

Now's a good time to complete Roderick's side quest as well, if you spoke with the royalist officer back at the Swamp Battlefield and obtained it.

Roderick sent two scouting parties into the swamp, but neither has returned. He has asked that you watch for them and send them back to the royalist camp if you find them.

Keep out of enemy spell circles—you'll take damage if you touch them.

Follow the quest guide until you come to a short bridge that's guarded by a pair of enormous creatures. The beasts closely resemble the Mire Hulk Horror that you may have faced in the depths of Gunderic Manor. These monsters can unleash powerful, linear ranged attacks—dodge, then quickly strike from the side while the creatures are still busy attacking. Slay all hostile tribesmen as well to secure the area.

Royalist Scout

A grateful scout thanks you for dispatching the enemy tribesmen. He explains that his party got split up from their comrades and asks that you keep an eye out for a second party of scouts, who should be close by.

Continue to battle your way through the marsh, following the quest guide until you happen into another encounter against a formidable Spider Matriarch. Cut down the Matriarch's eight-legged minions with anti-group attacks, then slay the Matriarch to save the second royalist scouting party. Excellent work—now when you return to the Swamp Battlefield you can talk to Roderick to complete the quest. The relieved royalist officer will reward you with a unique longsword for Lucas.

Shop and Go

Trade with the natives for rings and amulets if you like—the store that's now located in the First People's village sells a unique amulet—and make a thorough search of the village for new lore entries before making your way back through the bog and into the Swamp Battlefield, returning to the royalist camp. If you desire, barter with Leopold before speaking with Lord Devonsey to advance the plot.

Lord Devonsey

The royalist army's grateful leader thanks you for helping to rescue his men and tells you that Phineas can raise the land bridge for you at any time. This will allow you to proceed to your ultimate destination: the city of Stonebridge, where the Legion's Grand Chapterhouse stands ready to be reclaimed. Devonsey informs you that he'll be marching what remains of his army to aid Queen Roslyn at Glitterdelve. When speaking to Devonsey about Phineas, say that "it's all right" to gain Influence with Lucas—or, if Anjali is your companion, say that Phineas is "naive" to gain Influence with her instead.

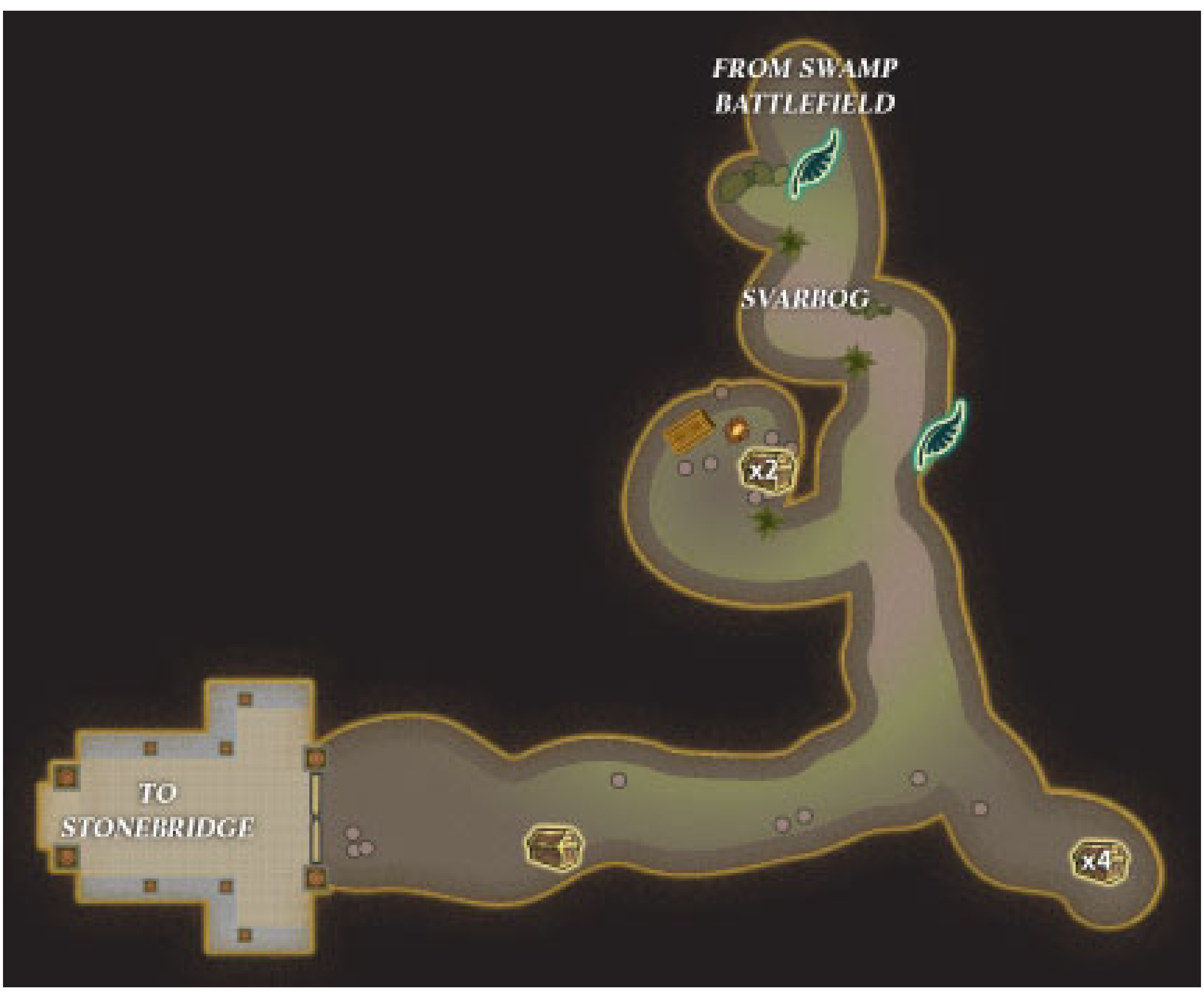
Leave the Swamp

Follow Phineas through the swamp—the royalist scholar will raise giant roots up from the marsh for you, enabling you to progress toward Stonebridge. The twisting path is linear, but don't hesitate to call up the quest guide if you lose sight of Phineas. Press onward, searching for loot as you make your way toward the Road to Stonebridge—the Grand Chapterhouse isn't far!

Note

You automatically gain Influence with your current companion upon reaching the Road to Stonebridge.

Road to Stonebridge



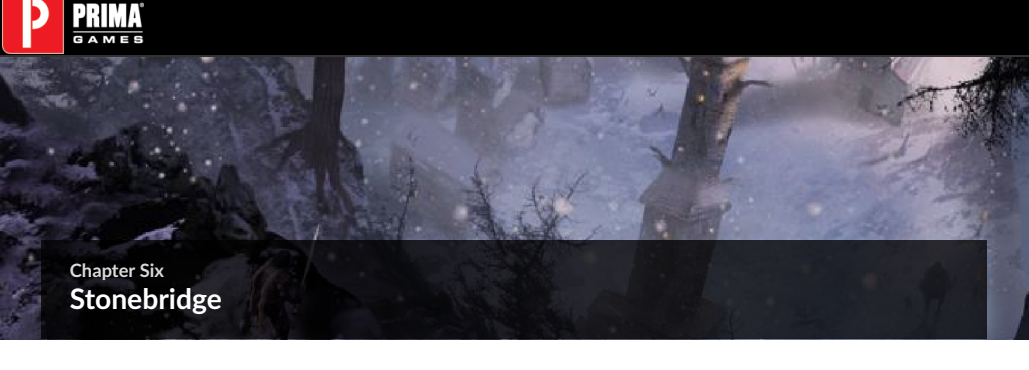
Boss Battle: Svarbog

Svarbog: I thought I might find you here, on this road. Did you think you could escape Lescanzi vengeance?

Numerous vengeance-seeking Lescanzi, led by a scoundrel named Svarbog, await you near the start of the Road to Stonebridge. Go after these remnants of Rajani's merciless army with relentless anti-group attacks, doing your best to remain out of Svarbog's reach as you cut down his men. Cautiously monitor your HP during this frantic battle, and don't hesitate to retreat if things begin to spiral out of control.

Travel to Stonebridge

After dispatching the wicked band of Lescanzi, search around to discover their nearby supply wagon. Raid the treasure chests for valuables, then proceed along the leaf-covered trail. Beware the vicious worms that emerge from the ground, as well as familiar groups of Lescanzi highwaymen and giant spiders, and refer to the map to ensure you don't miss any of the trail's treasure chests. Press on until you at last reach the massive gates of Stonebridge.



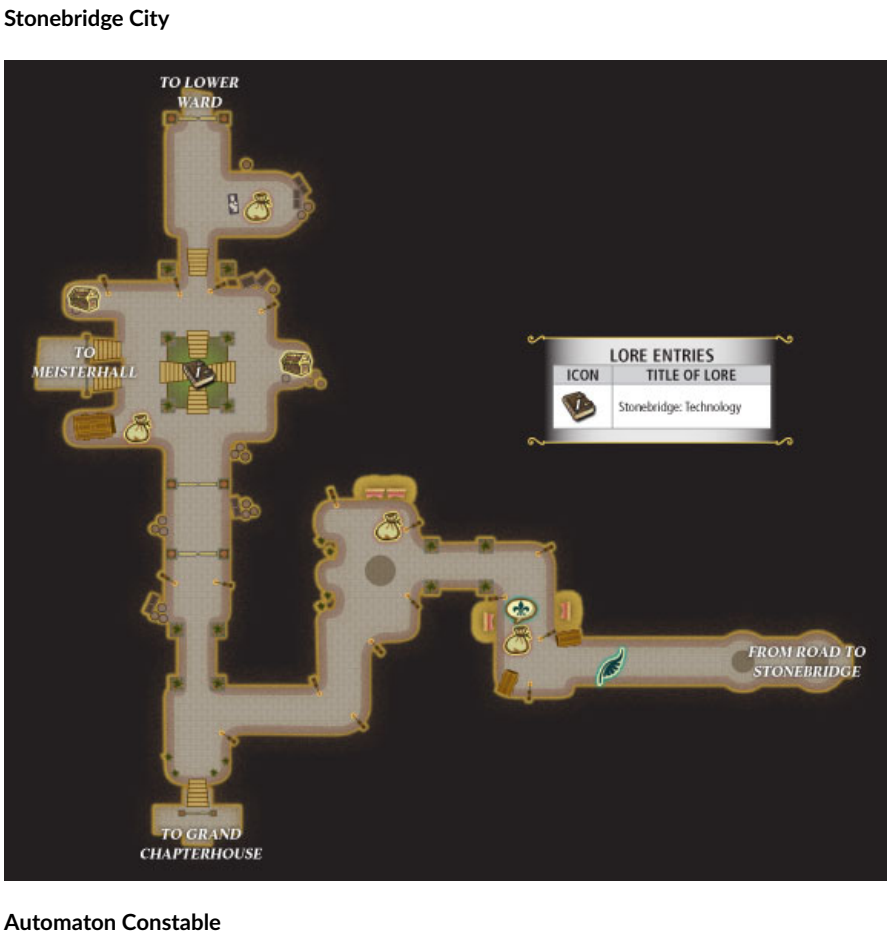
Chapter Six

Stonebridge

Chapter 6: Stonebridge

At last, you've arrived at Stonebridge: Ehb's hub of commerce and enlightenment. The Grand Chapterhouse stands somewhere within this technological metropolis, but the former Legion headquarters has been abandoned ever since the armies of Jeyne Kassynder stormed through the city 30 years ago. If you can reclaim the Grand Chapterhouse, the people of Ehb will know that the Legion has at last returned. This will surely aid you in enlisting others to join in your noble cause.

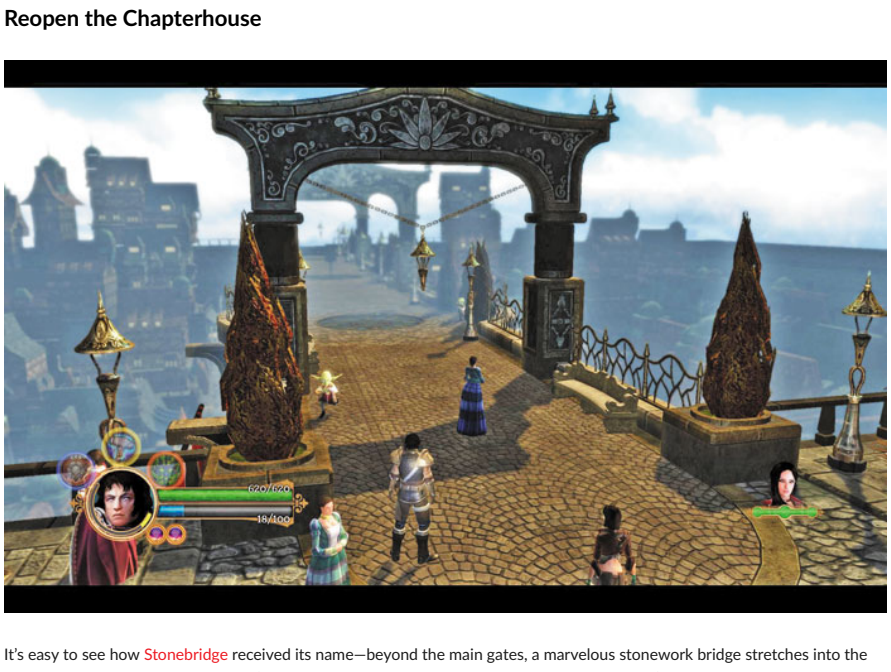
Stonebridge City



Automaton Constable

A giant robot stands near the city's gates, introducing itself as an automaton constable. Speak with the helpful machine to gain a bit of information about the city. Ask about the Grand Chapterhouse to learn that all who have entered the stronghold since the Legion's destruction have never returned. You'd best stay sharp, legionnaire.

Reopen the Chapterhouse



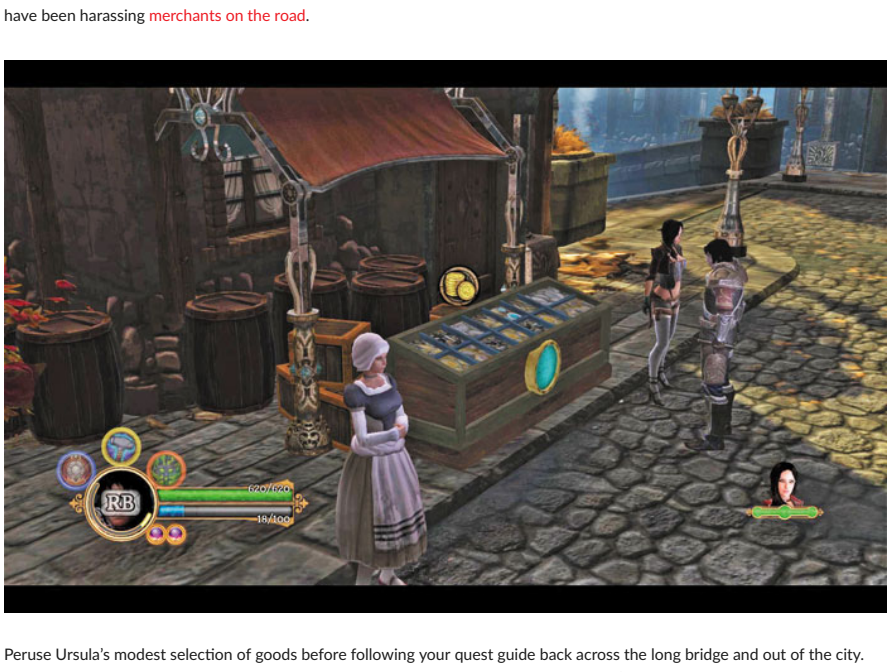
It's easy to see how Stonebridge received its name—beyond the main gates, a marvelous stonework bridge stretches into the heart of the city. Talk to Stonebridge's citizens as you make your way across the expanse—you'll soon discover that intelligent, well-mannered goblins make their home here, as well as wealthy humans.

Side Quest: Supply Lines

After crossing the entry bridge, speak with a merchant woman named Ursula to learn that Lescanzi ruffians have been stirring up trouble for the vendors of Stonebridge. Tell Ursula that you'll "deal with them" to gain Influence with Anjali, or ask Ursula "What's the reward?" to gain Influence with Katarina instead.

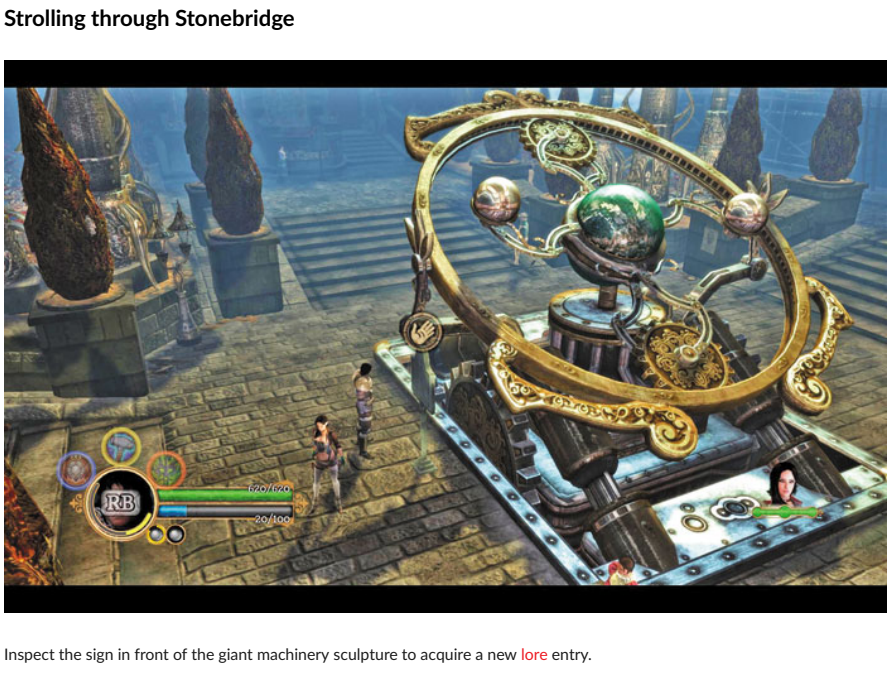
Confront the Deserters

Ursula is expecting a shipment of silks, but she fears that her wagons will be attacked by a band of Lescanzi deserters, who have been harassing merchants on the road.

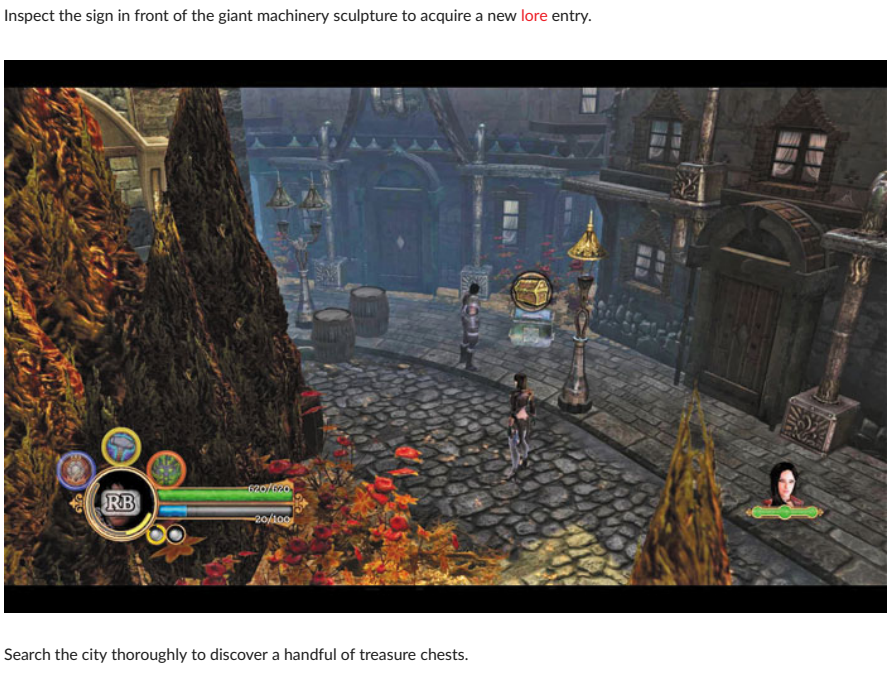


Peruse Ursula's modest selection of goods before following your quest guide back across the long bridge and out of the city. Slay the lowly Lescanzi deserters at the far end of the Road to Stonebridge—you shouldn't have much trouble wiping out these thugs. Then simply return to Ursula to collect your blood money. You'll fit in quite well here in Stonebridge, legionnaire.

Strolling through Stonebridge

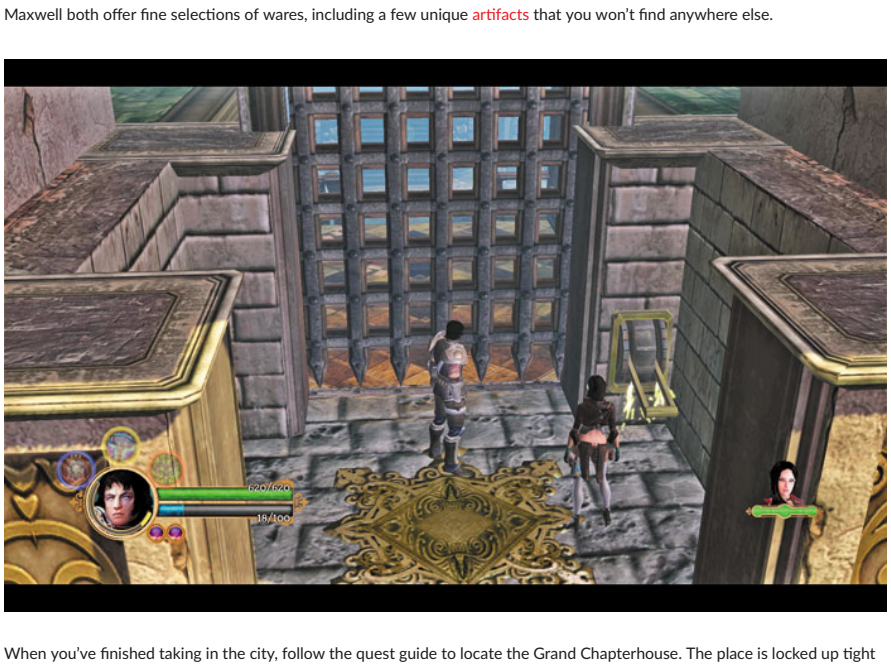


Inspect the sign in front of the giant machinery sculpture to acquire a new lore entry.



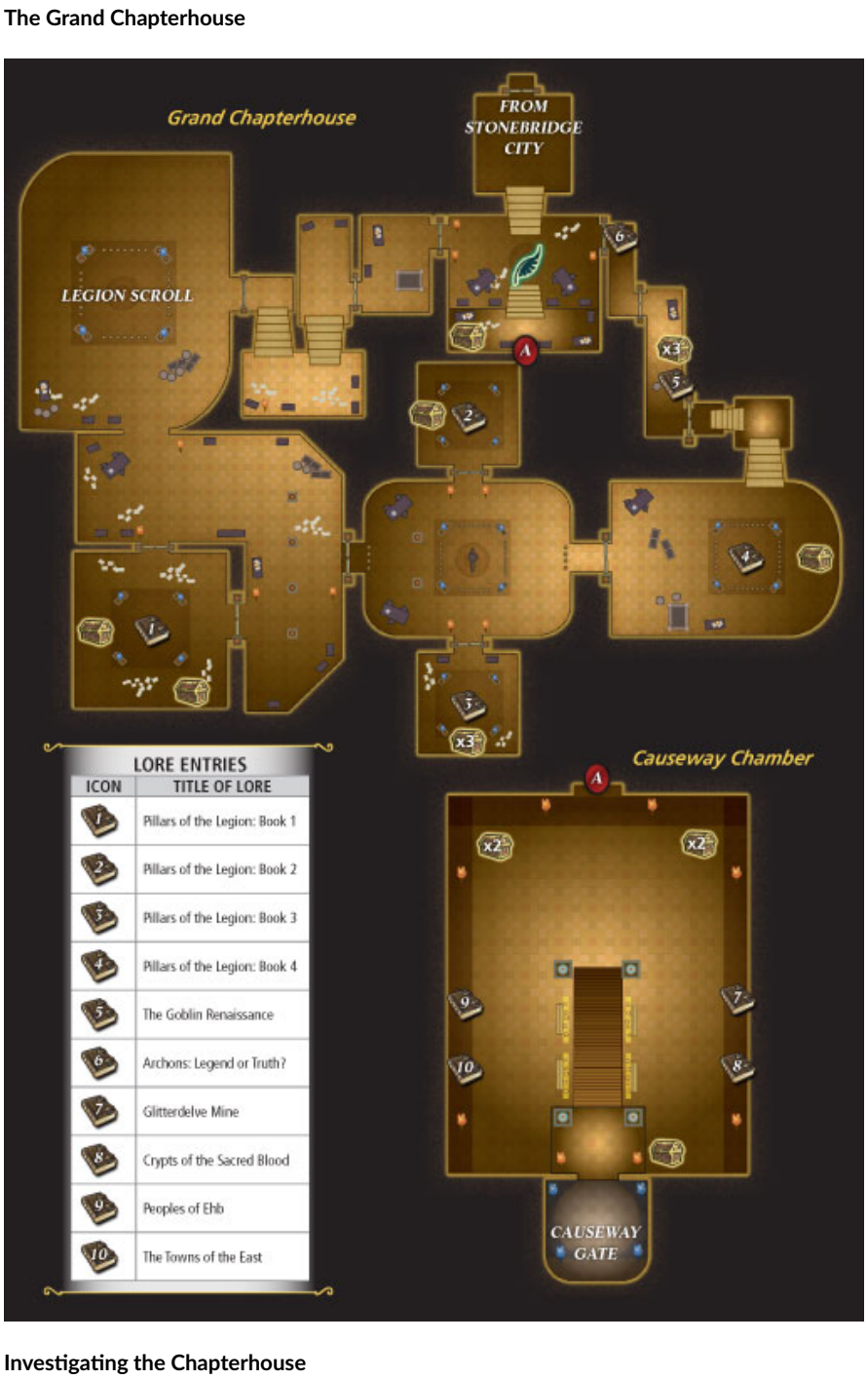
Search the city thoroughly to discover a handful of treasure chests.

You've been through numerous battles of late—take the time to enjoy yourself here in Stonebridge. See the sights, trade with merchants, and chat up the locals as you follow the quest guide toward the Grand Chapterhouse. Frederick Pratz and Rudolf Maxwell both offer fine selections of wares, including a few unique artifacts that you won't find anywhere else.

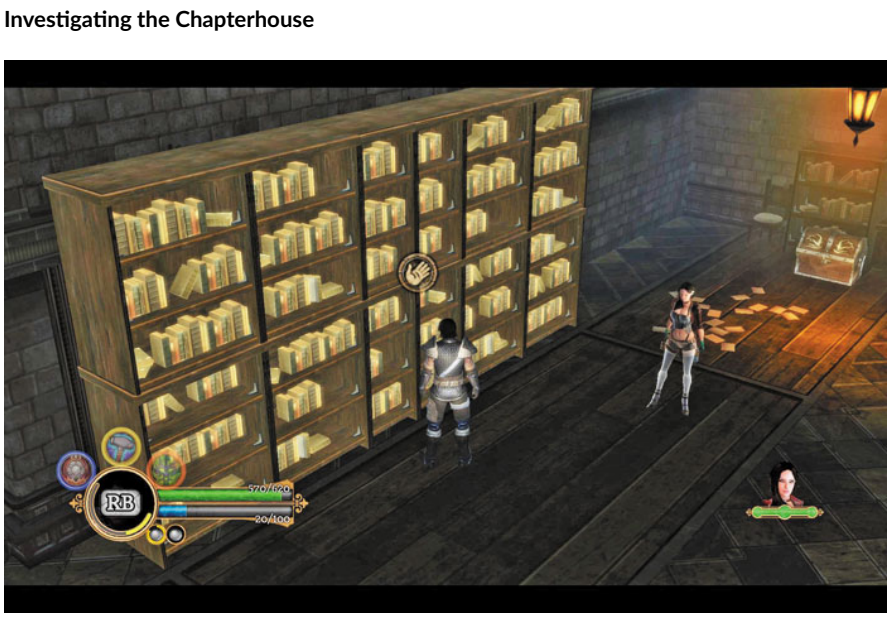


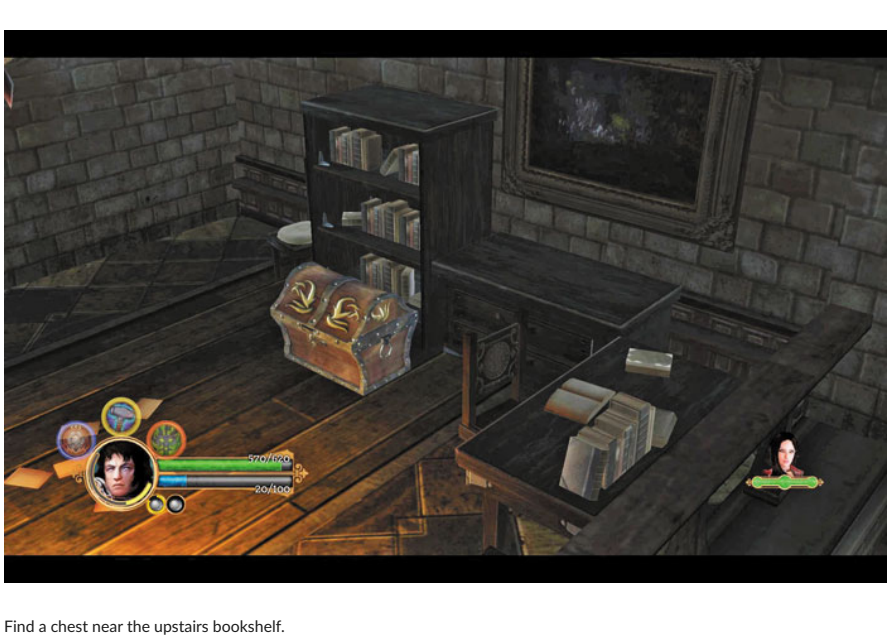
When you've finished taking in the city, follow the quest guide to locate the Grand Chapterhouse. The place is locked up tight—throw the lever near the front entrance to raise the portcullis, then step inside the stronghold to begin your investigation.

The Grand Chapterhouse



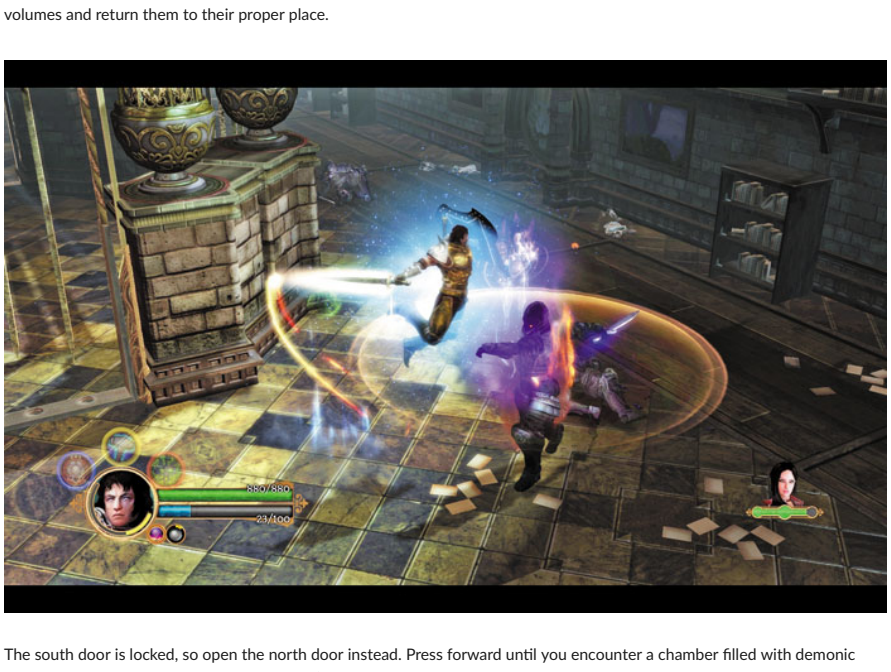
Investigating the Chapterhouse





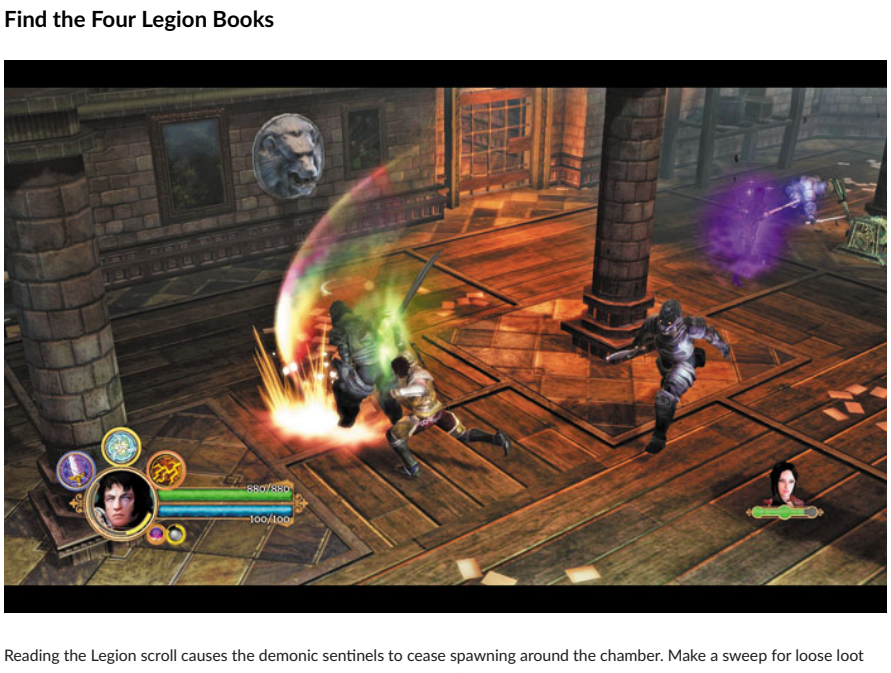
Find a chest near the upstairs bookshelf.

The Grand Chapterhouse is a mess—Jeyne Kassynder's soldiers certainly left their mark on this once noble fortress. Save your progress in the foyer, then head upstairs to discover a bookshelf that's missing four tomes. Perhaps you can find the missing volumes and return them to their proper place.

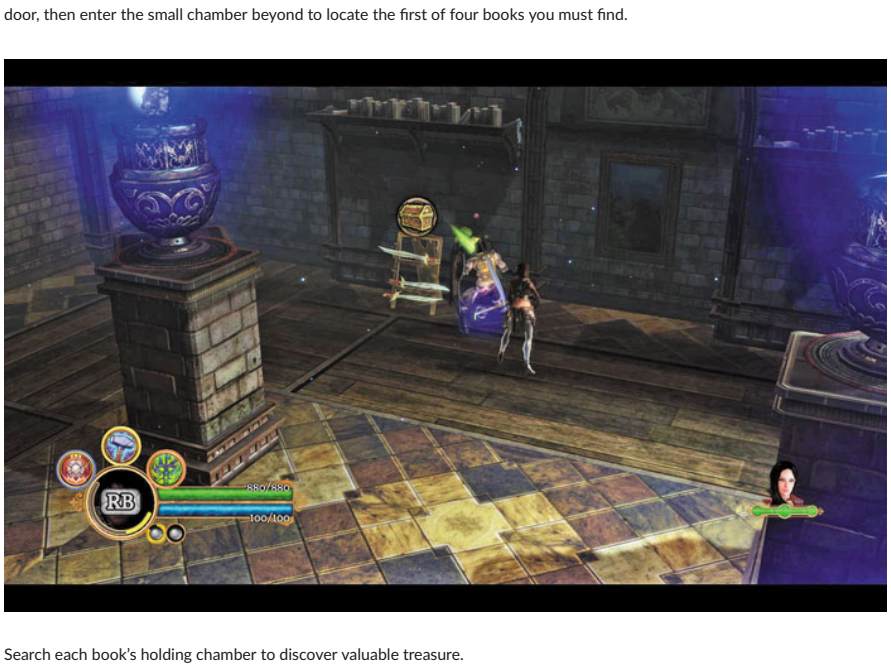


The south door is locked, so open the north door instead. Press forward until you encounter a chamber filled with demonic swordsmen. Individually, these sentinels aren't much to worry about—but they just keep materializing out of thin air. Dart to the room's central dais while the portcullises are raised and inspect the Legion scroll you discover there. The scroll recounts the 10th Legion's four founding principles: vigilant defense, reconciliation with foes, allegiance to the crown, and fair judgment.

Find the Four Legion Books

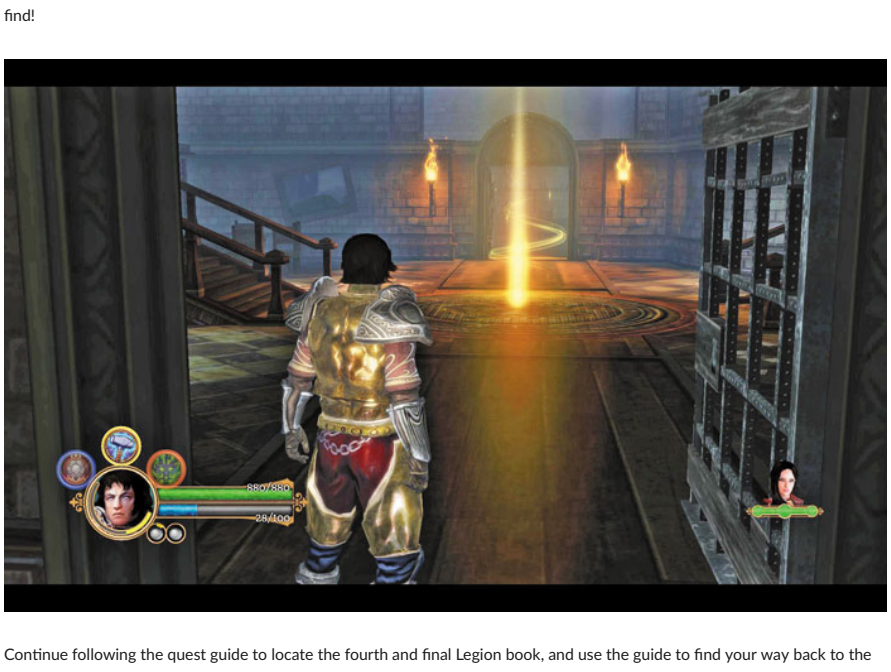


Reading the Legion scroll causes the demonic sentinels to cease spawning around the chamber. Make a sweep for loose loot before proceeding through the west door to reach a corridor that's guarded by similar sentinels. Fight your way around a corner, dodging past the fire-spitting wall traps to avoid being scorched. Pull a lever at the corridor's end to open the nearby door, then enter the small chamber beyond to locate the first of four books you must find.

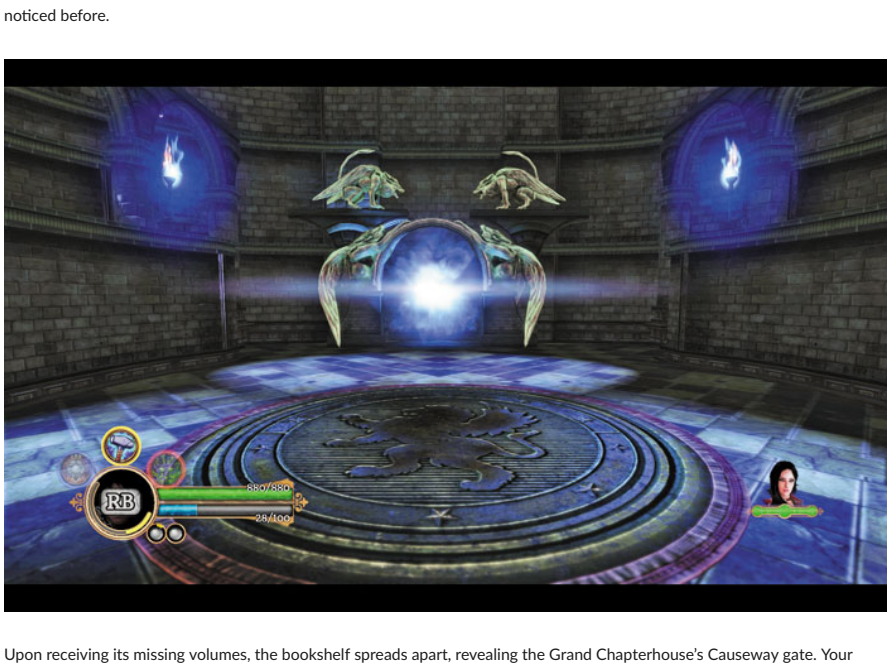


Search each book's holding chamber to discover valuable treasure.

Nab some gear off of two weapon racks before following the quest guide out of the chamber, past a portcullis, and into another sentinel-filled room. Hurry and throw the chamber's central lever to open two doors at opposite ends of the room. Fight through an onslaught of demonic sentinels to claim two more of the missing Legion books. Now you've just one more to find!



Continue following the quest guide to locate the fourth and final Legion book, and use the guide to find your way back to the Grand Chapterhouse's foyer. Save your progress before heading upstairs to return the four Legion tomes to the bookshelf you noticed before.



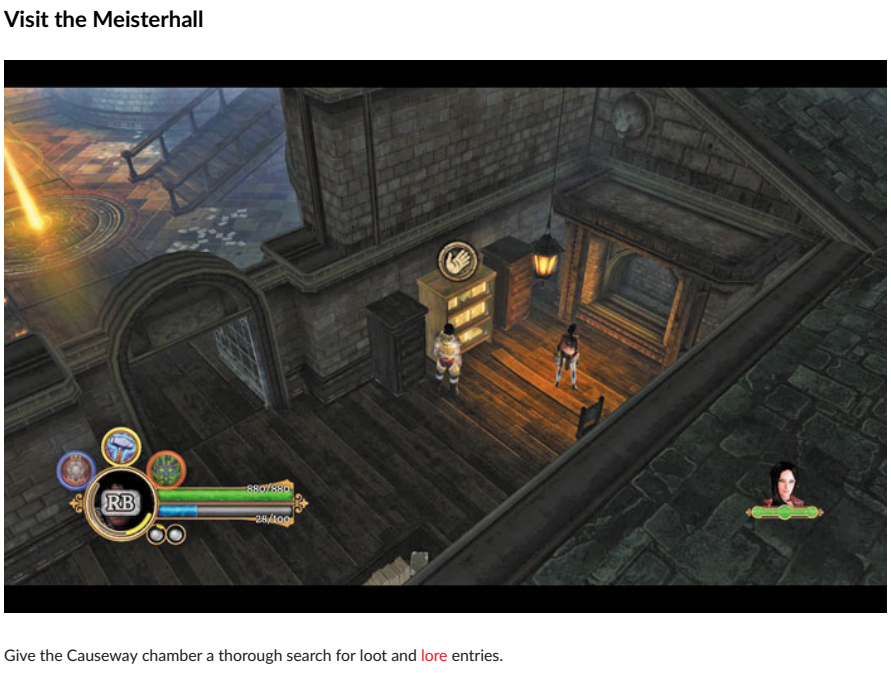
Upon receiving its missing volumes, the bookshelf spreads apart, revealing the Grand Chapterhouse's Causeway gate. Your companion eagerly uses the mysterious passageway to return to the chapterhouse back in the Rukkenvahl, and you automatically gain Influence with your companion due to the excitement of using the magical transport.

The Venerable Odo

Your companion soon returns through the Causeway with Odo and Marten Guiscard. The two have heard rumors of your activities in the swamp, and they seem surprised when you mention that a man named Devonsey was in charge of the royalist army there. Apparently, Lord Devonsey was once master of the Legion chapterhouse in Glacern, and he went by the name Bohemund back in those days. Devonsey renounced his vows and resigned when the Legion was accused of murdering the king, but now he holds standing with the royalists. If Lord Devonsey could be convinced to seal an alliance with the Legion once more, the people of Ehb would surely rally behind your cause. Gain Influence with Lucas by saying "we should recruit him," or gain Influence with Anjali by remarking that Devonsey "abandoned" the Legion.

Question your friends to learn more about the royalists' leader, Queen Roslyn, whom you've learned has been pinned down by Jeyne Kassynder's armies in the Glitterdelve Mine. If Jeyne's armies manage to seize the royalists' queen, resistance in the land will soon dry up, and Stonebridge will be left to stand alone. Marten suggests that you also try to gain favor with the merchant lords of Stonebridge, who are known as the meisters, as they'd be powerful allies. The choice is yours, legionnaire—regardless of your actual intent, say that "the queen's more important" to gain Influence with Anjali or Reinhart, or say "the meisters are stronger" to gain Influence with Katarina.

Visit the Meisterhall



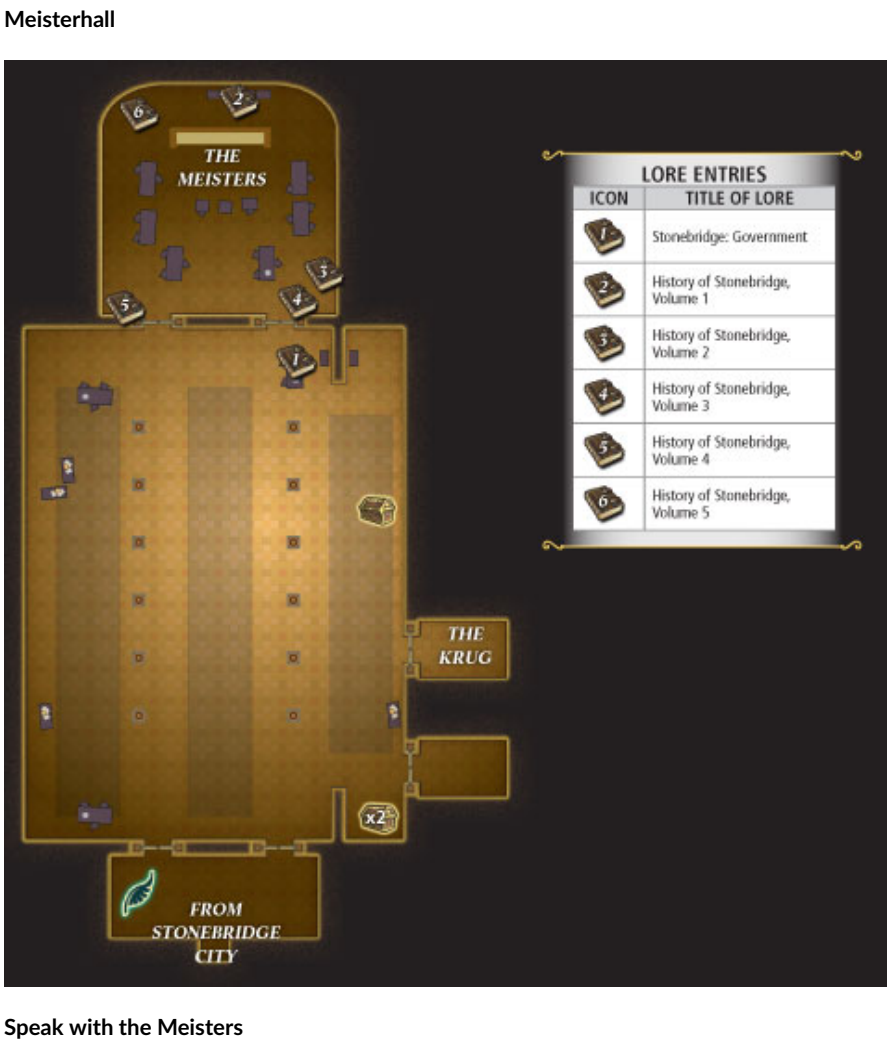
Give the Causeway chamber a thorough search for loot and lore entries.

You must now decide your next course of action: either attempt to curry favor with the meisters of Stonebridge, or rush off to aid the royalists' embattled queen. The meisters are right here in the city, so tune your quest guide to "Majority Rules" and set off toward the Meisterhall, where Stonebridge's powerful merchants are known to hold court.

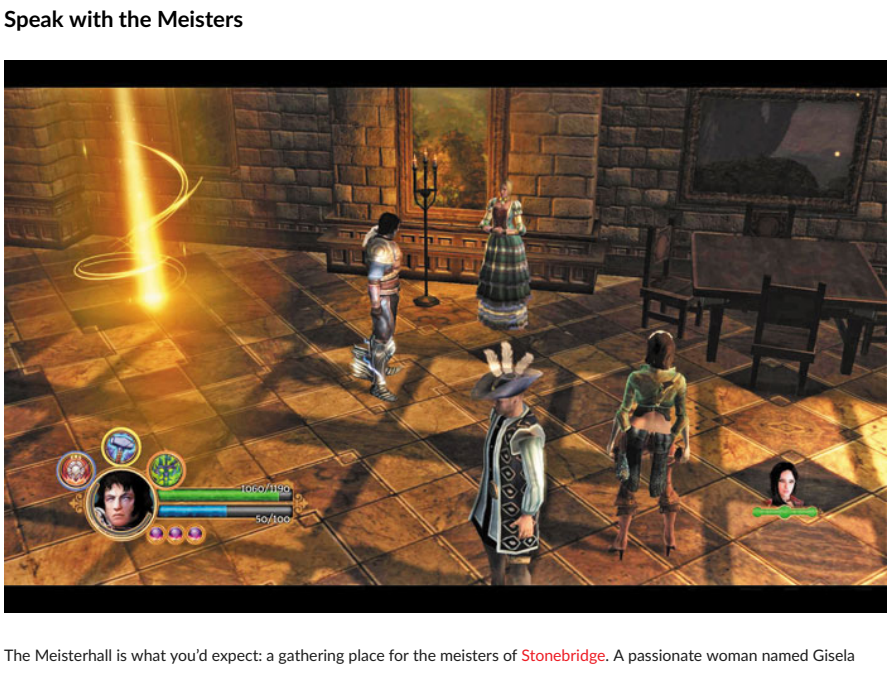
Note

If you'd prefer to assist the royalists and Queen Roslyn, please turn to the "Glitterdelve" chapter of the walkthrough and set "The Tumbledown Court" as your active quest.

Meisterhall


THE MEISTERS
THE KRUG
x2
FROM STONEBRIDGE CITY
LORE ENTRIES
ICON
TITLE OF LORE
1 Stonebridge: Government
2 History of Stonebridge, Volume 1
3 History of Stonebridge, Volume 2
4 History of Stonebridge, Volume 3
5 History of Stonebridge, Volume 4
6 History of Stonebridge, Volume 5

Speak with the Meisters

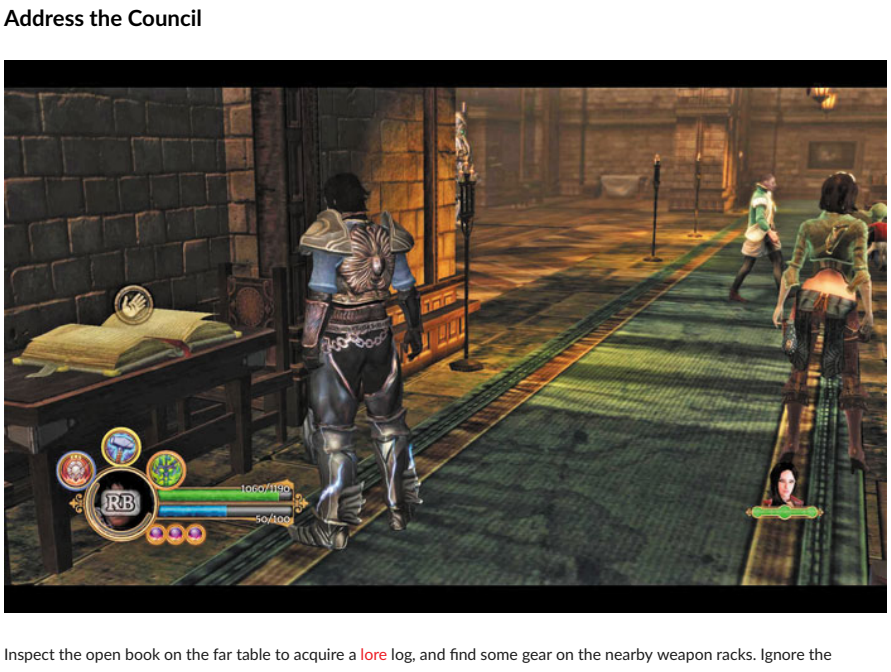


The Meisterhall is what you'd expect: a gathering place for the meisters of Stonebridge. A passionate woman named Gisela Kassel is leading a group of protestors in a rally inside the Meisterhall—apparently, an innocent creature called a Krug has been wrongfully imprisoned. Perhaps you can investigate this matter further.

Sigismund Wulf

A man named Sigismund Wulf approaches you as you enter the Meisterhall's back room. Wulf has seen that you've come from the Grand Chapterhouse and wonders if the Legion has returned. Upon learning that you've reclaimed the chapterhouse, Sigismund reveals that he's had a visit from the mysterious Radiant Youth. Question Wulf to hear his story, then ask if you can talk to the meisters. Sigismund says he can grant you a hearing with Stonebridge's elite, but he warns you that they're likely too frightened of Jeyne Kassynder's armies to be of much help.

Address the Council

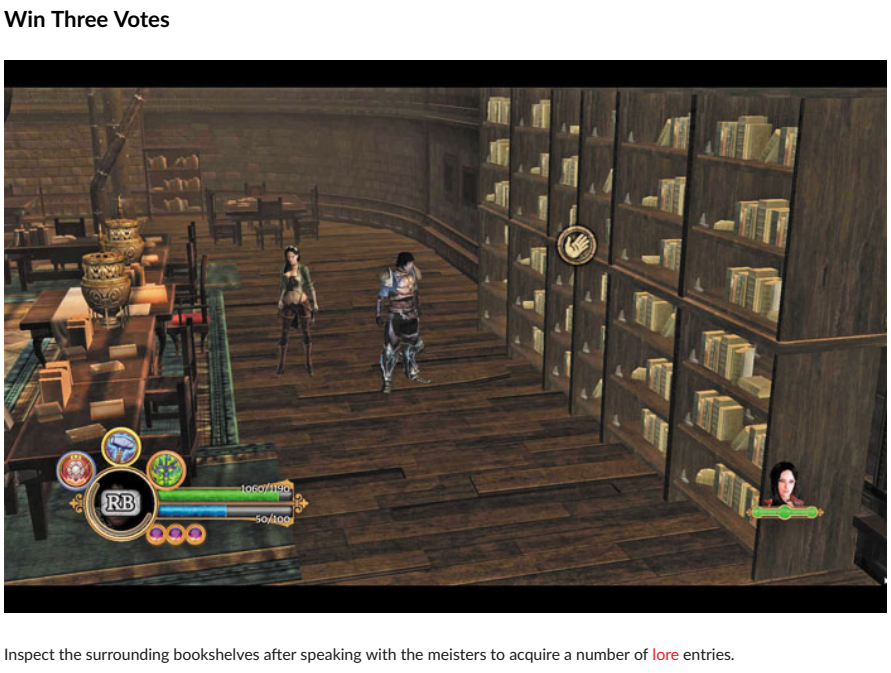


Inspect the open book on the far table to acquire a lore log, and find some gear on the nearby weapon racks. Ignore the automaton constable near the holding cells for now and proceed to the next room, where the meisters are gathered.

Mistrustful Merchants

With the exception of Sigismund Wulf, the men (and goblins) who are the meisters of Stonebridge are highly skeptical about forming an alliance with the Legion. Gain Influence with Lucas by telling the meisters that you'll help "reunite the country," or say "you owe the Legion" to gain Influence with Katarina instead. Afterward, tell the meisters that you "only want justice" to gain more Influence with Anjali, say "the past is forgiven" to gain Influence with Reinhart (multiplayer only), or say "you need allies" to gain more Influence with Katarina. In actuality, it doesn't matter what you say to the meisters—words alone will not sway these hard businessmen (and businessgoblins) into risking an alliance with the Legion. However, Sigismund tells you that the city's foundry—the source of all its power—has recently gone silent. Perhaps solving this crisis will help you earn the meisters' trust.

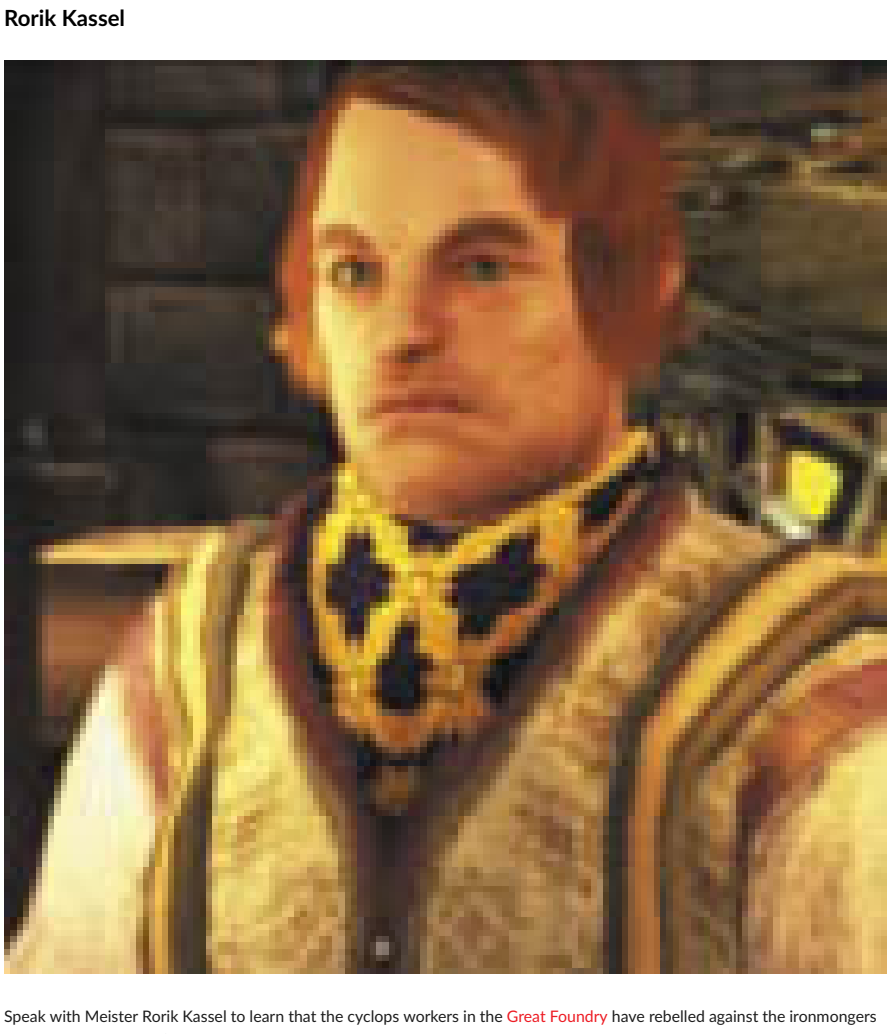
Win Three Votes



Inspect the surrounding bookshelves after speaking with the meisters to acquire a number of lore entries.

The meisters agree to take a recess before voting on whether or not to form an alliance with the Legion. This gives you the chance to speak with each of the merchant lords in private. Talk to everyone in the room to acquire a number of quests—completing these can earn you favor with the meisters and secure their votes in favor of an alliance. You've already won Sigismund Wulf's vote thanks to his recent encounter with the Radiant Youth—you need just two more votes to win over the meisters and gain the city's full support.

Rorik Kassel



Speak with Meister Rorik Kassel to learn that the cyclops workers in the Great Foundry have rebelled against the ironmongers and shut down the city's power supply. Meister Kassel has asked you to resolve the situation, in return for his vote. Tell Rorik that he's "arrogant" to gain Influence with Reinhart, or say that his guild's work is "impressive" to gain Influence with Katarina.

Mudgutter

Talk to Meister Mudgutter to learn that a gang of thieves has been abducting the city's automatons. Meister Mudgutter asks you to track down the thieves and put a stop to their illegal activities, in exchange for his vote.

Side Quest: Mediations

Fiddlewick, the goblin meister, flatly refuses to vote in the Legion's favor. Fiddlewick does have a few simple tasks to offer if you're interested in scoring some easy XP, however.

Decide the Krug's Fate

A Krug is being held at the Meisterhall prison. Speak to the Krug and to those who are demanding its freedom—then inform the automaton guard of your decision.

Krug

Follow the quest guide to a nearby automaton named Constable Klank. Ask if you may question the imprisoned Krug, and the constable will grant you an audience with the creature. Speak with the Krug to learn that it's actually not a creature at all—just a hideously disfigured man who more resembles some sort of beast. The "Krug" tells you that he's actually happy to be in prison, for here he's safe from the endless harassments of the outside world. Speak with Constable Klank after chatting with the Krug and decide whether or not to free the poor "creature" or allow him to remain in the comfort of his cell.

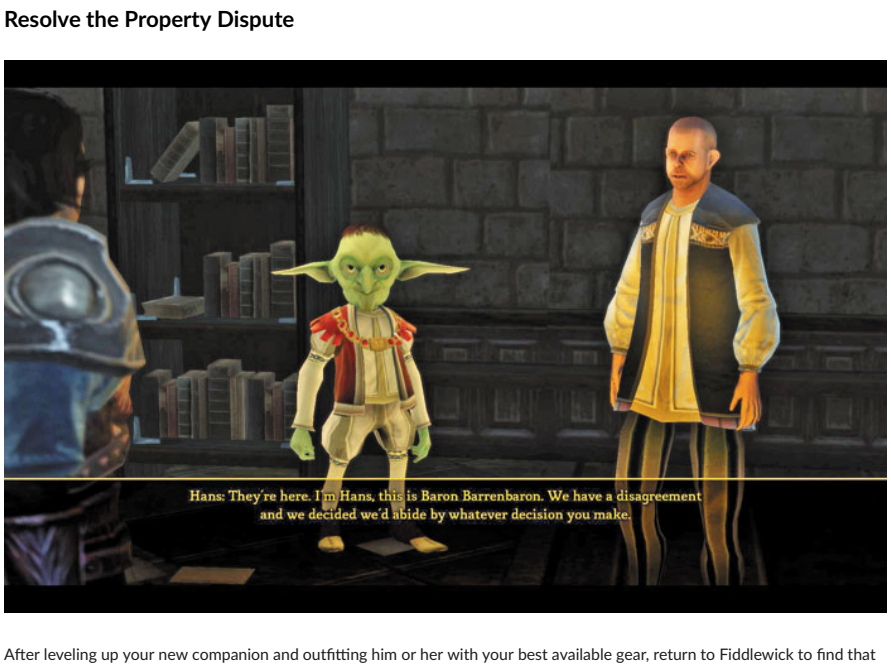
Party Member 4

No matter how you choose to deal with the unfortunate Krug, you're approached by a mysterious stranger after you make your decision. This person will vary depending upon the hero you've chosen to play—for the stranger turns out to be your third and final legionnaire companion! During the dialogue, tell this person that his or her desire to forgive the people of Stonebridge and rebuild relations is "very generous" to gain some early Influence.

Deed Gained— *Stamina +4*
We Are Legion

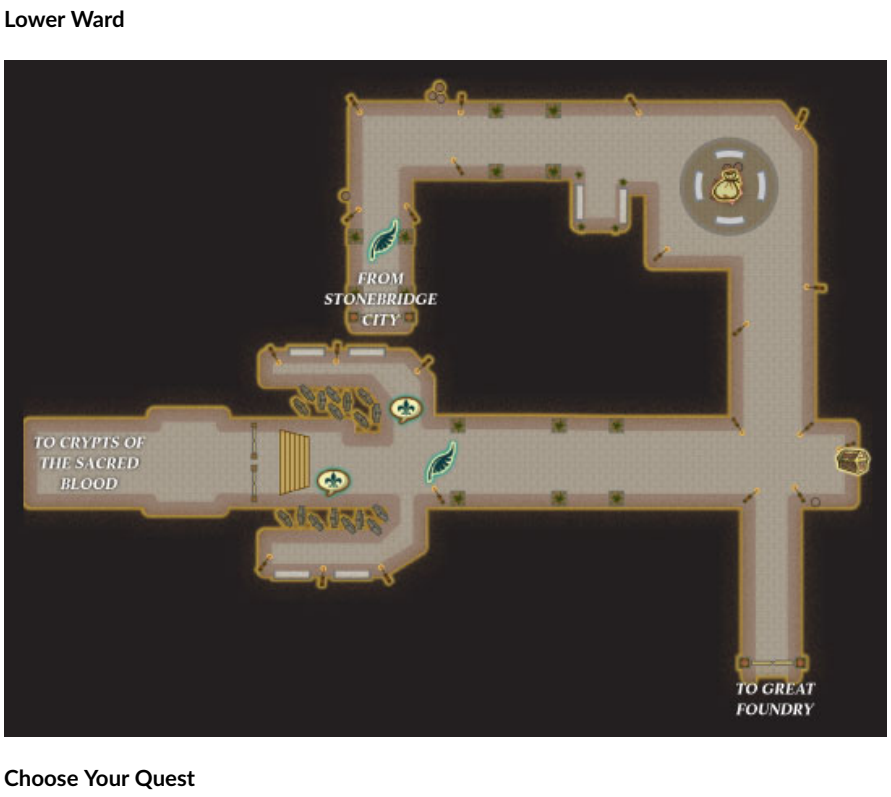
You have gathered all the known descendants of the Legion.

Resolve the Property Dispute

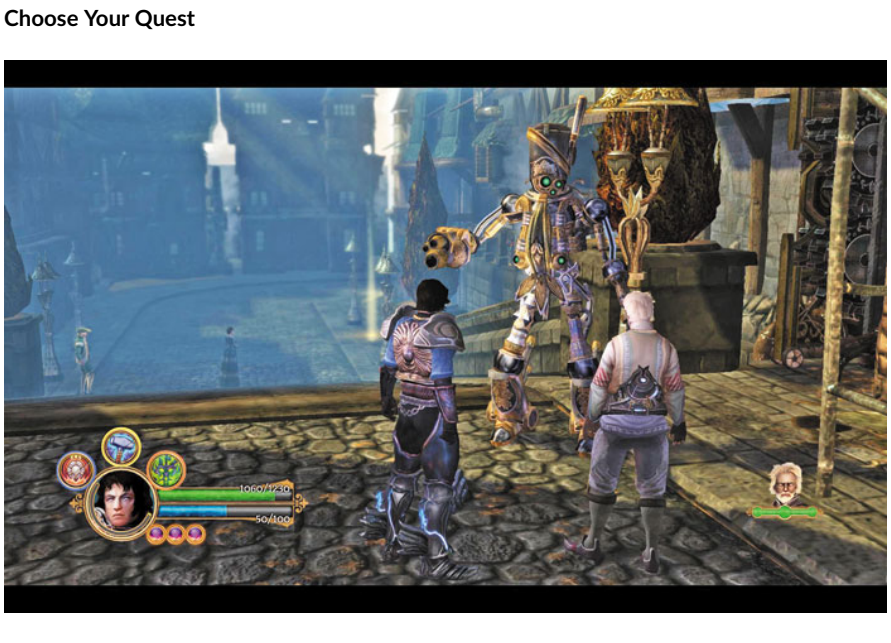

Hans: They're here. I'm Hans, this is Baron Barrenbaron. We have a disagreement and we decided we'd abide by whatever decision you make.

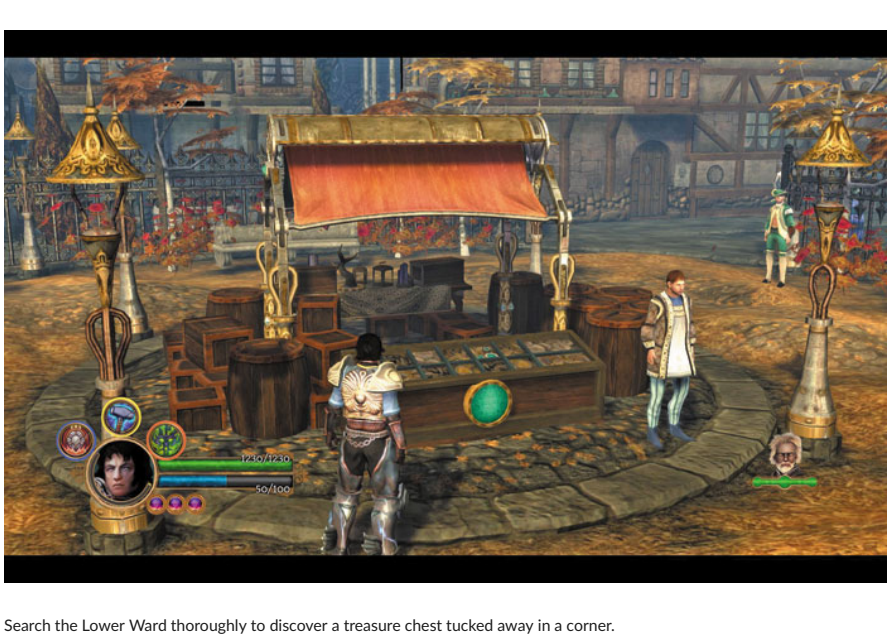
After leveling up your new companion and outfitting him or her with your best available gear, return to Fiddlewick to find that he has another sticky situation for you to resolve. Apparently, two of his colleagues are deadlocked in a legal dispute over property, and as a representative of the order-enforcing Legion, Fiddlewick wants you to make a ruling on the matter. Make your way back to the Grand Chapterhouse to find a man named Hans and a goblin named Baron Barrenbaron waiting for you upstairs. Listen to the claims of both parties, then decide who shall retain ownership of the land. The decision is yours, but know that you can gain Influence with Lucas by siding with the baron or with Reinhart by siding with Hans. Choosing to divide the property between the two earns you Influence with Katarina. Return to Fiddlewick afterward to complete this amusing quest and secure your reward—but not the goblin meister's vote.

Lower Ward



Choose Your Quest

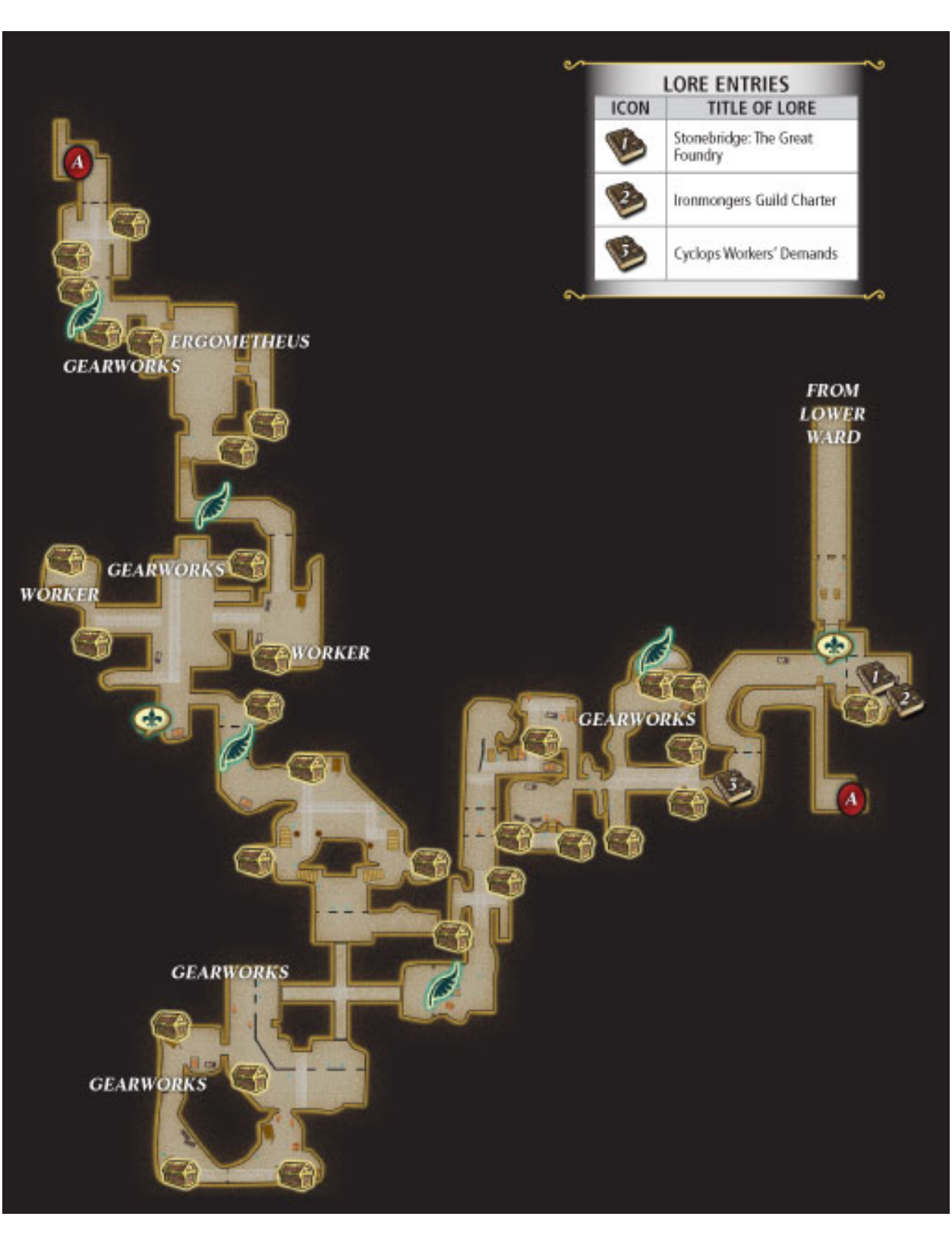




Search the Lower Ward thoroughly to discover a treasure chest tucked away in a corner.

Both critical-path meister quests ("Trouble in the Crypts" and "Strike!") take place in the city's Lower Ward, which you previously couldn't access without the meisters' approval. Follow the quest guide to locate the gates to the city's Lower Ward, and tell the automaton constable standing guard that one of the meisters sent you. Pause to trade with a merchant named Werner Schnaus as you make your way to either the Great Foundry or the Crypts of the Sacred Blood—it's a good idea to sell off all your unwanted gear at this point and make room for fresh loot.

Great Foundry



Side Quest: Cogs and Wheels

A troubled man named Deter Snell approaches you inside the foundry with a favor to ask. You can complete Deter's side quest while working to quiet the cyclopses' revolt for Meister Kassel.

Deter Snell asked you to restart the various gearworks in the foundry to help get the facility running again.

Restart the Gearworks

Find two chests near the first group of foes and inspect the surrounding ground to discover a parchment that gives you a new piece of lore.

Search the surrounding rooms to find a treasure chest and obtain a couple of new lore entries before following the quest guide deeper into the foundry. It's not long before you encounter a large group of hostile goblins and fire jackals led by a towering cyclops. Rip into these agitators with anti-group attacks and avoid the lumbering cyclops until its weaker associates have been slain.

Dodge the foundry's fiery vents to avoid being scorched—you can roll or teleport to move past the flames unharmed. Open another chest beyond the fire vents, then locate and pull a nearby lever to restart the foundry's entrance gearworks. Scale the east stairs to discover another treasure chest and a save beacon before pressing onward.

Cyclopses are the foundry's most dangerous inhabitants—dodge their crushing blows and assault them from range or from behind.

Continue to fight through the foundry, following the quest guide toward each of the gearworks that Deter has asked you to restart. The foundry holds much treasure—search the site thoroughly and review the map to see where each lootable chest lies. Attack the foundry's breakable floor pipes to discover even more plunder, and release fire jackals from their cages so you can slay them and open the treasure chests they guard. One of the chests within a particular jackal cage contains a unique gauntlet for Reinhart.

Side Quest: Hostage Situation

Deep within the bowels of the Great Foundry, you find an imprisoned man named Olbert Lutz who needs your help. You can complete Olbert's side quest as you work at restoring order to the foundry.

Two of Olbert's workers were taken away by the cyclopses. If they aren't rescued soon, he fears that they may be killed.

Rescue Olbert's Friends

Pull the lever near Olbert's cage to free the poor man, then loot the chest within his cell. Leave Olbert be and press forward, following the quest guide to locate the next set of gearworks and the first of Olbert's imprisoned workers. Throw the levers to activate the gearworks and free the shift supervisor from captivity.

Boss Battle: Ergometheus

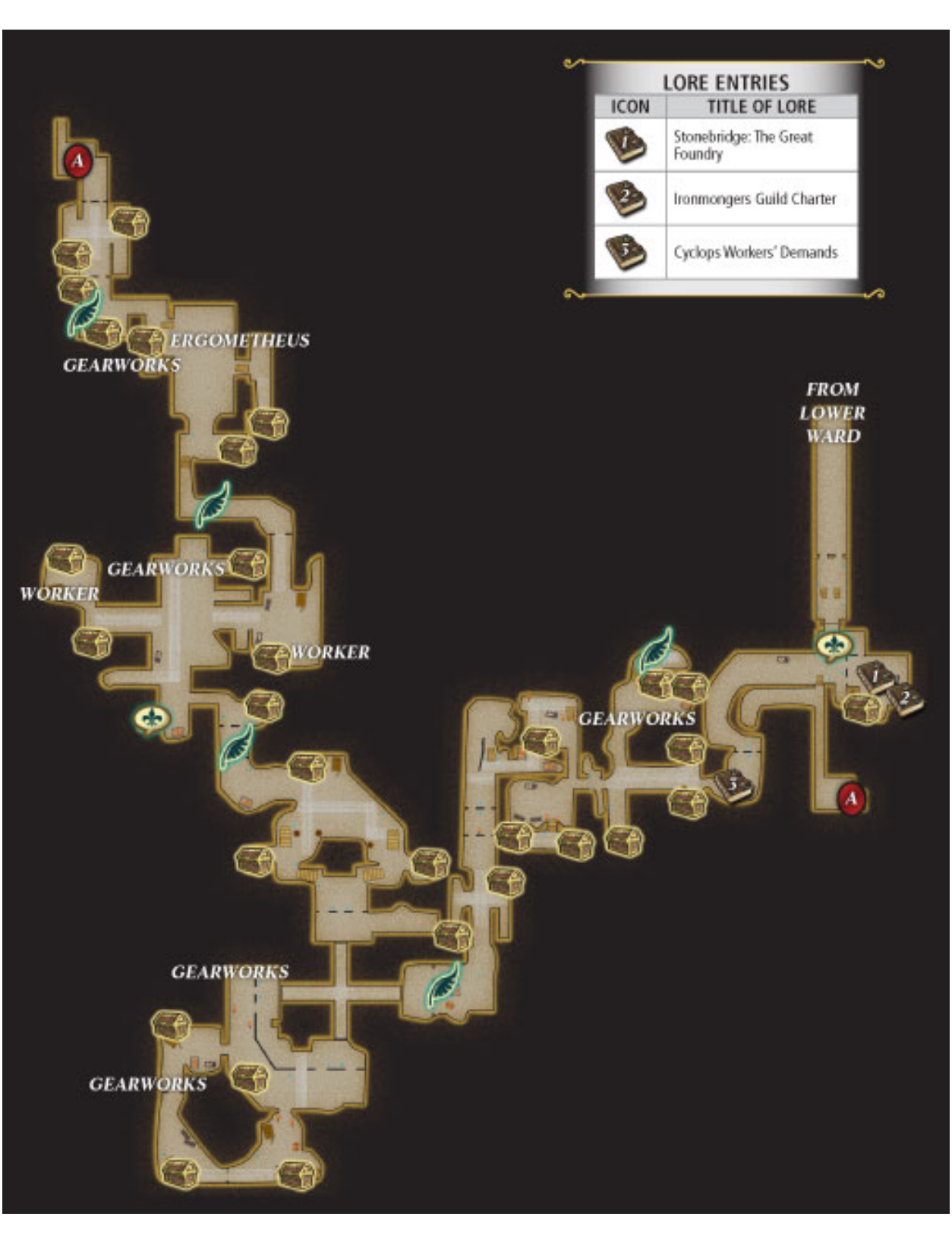
A monstrous cyclops hungers for battle deep within the foundry's depths. Combat Ergometheus just as you would any other formidable cyclops: be quick to avoid his powerful attacks, and strike from range or the rear as often as possible. Unleash your most powerful attacks and abilities to chip away at the brute's ample HP, and don't relent until the mighty cyclops leader is at last subdued.

Beware the active fire vents in Ergometheus' chamber—dodge to avoid being singed.

Decide the Cyclopses' Fate

After besting Ergometheus, tell the brute that you're "defending the ironmongers" to gain Influence with Anjali, or say that you "had no choice" in attacking him to gain Influence with Reinhart. Beaten and humbled, Ergometheus finally calms down and explains the reason behind the cyclopses' violent uprising. The brute says that a mysterious old man had drafted a manifesto for the cyclopses, telling them that they deserved more payment and privileges for their labor. Ergometheus admits that the situation spiraled out of control and regrets all of the bloodshed that has transpired. The cyclops leader will accept whatever judgment you make regarding the fate of his people.

Great Foundry



Side Quest: Cogs and Wheels

A troubled man named Deter Snell approaches you inside the foundry with a favor to ask. You can complete Deter's side quest while working to quiet the cyclopses' revolt for Meister Kassel.

Deter Snell asked you to restart the various gearworks in the foundry to help get the facility running again.

Restart the Gearworks

Find two chests near the first group of foes and inspect the surrounding ground to discover a parchment that gives you a new piece of lore.

Search the surrounding rooms to find a treasure chest and obtain a couple of new lore entries before following the quest guide deeper into the foundry. It's not long before you encounter a large group of hostile goblins and fire jackals led by a towering cyclops. Rip into these agitators with anti-group attacks and avoid the lumbering cyclops until its weaker associates have been slain.

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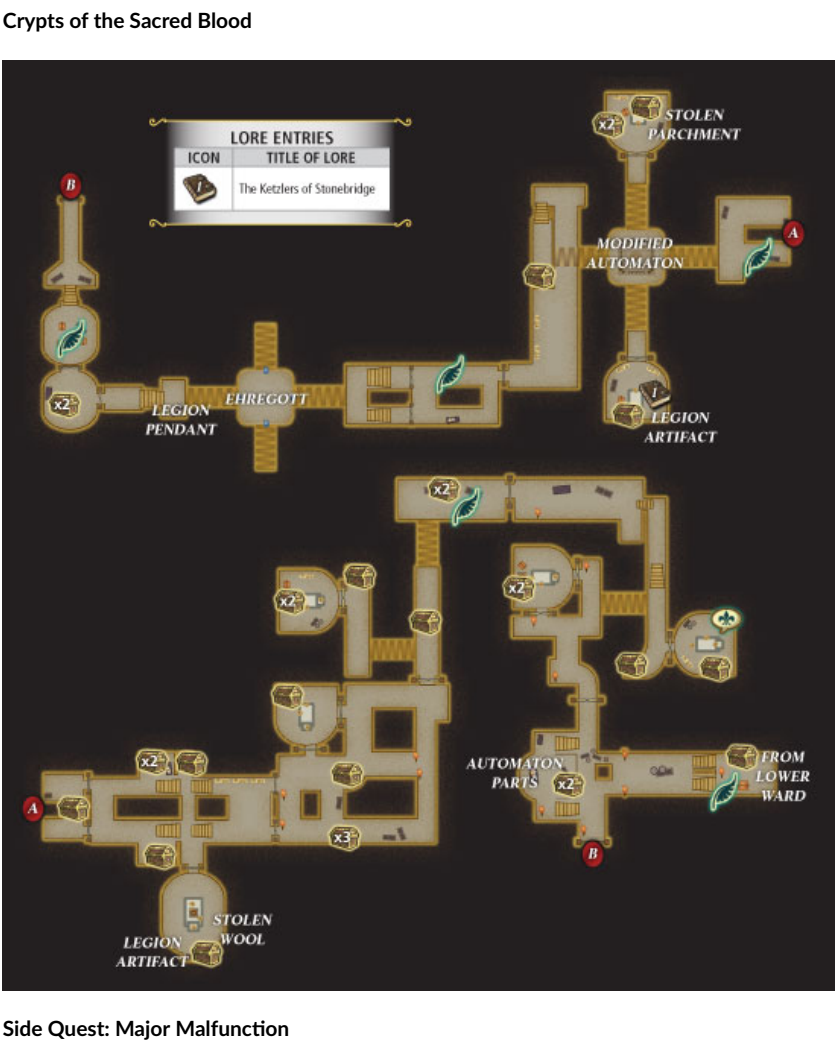
Chapter Six

Crypts of the Sacred Blood

Crypts of the Sacred Blood



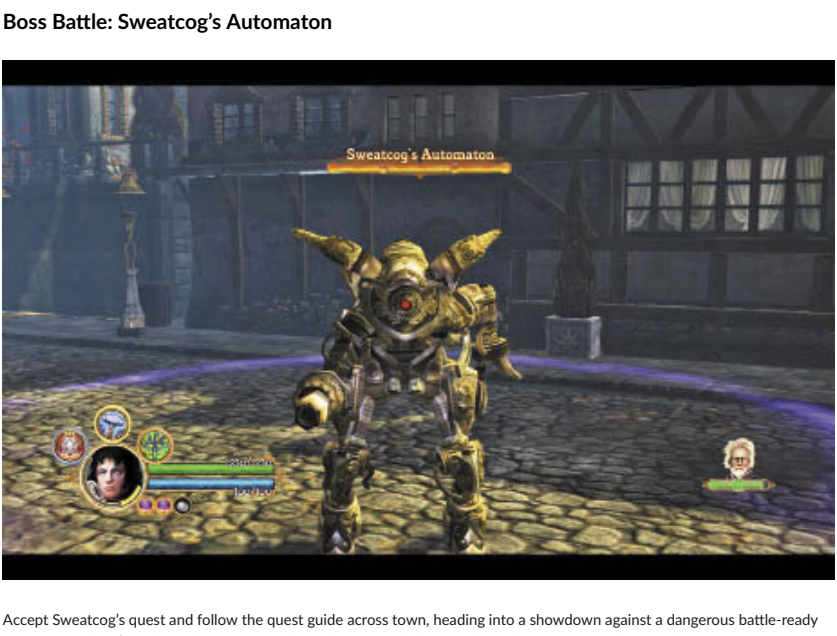
Side Quest: Major Malfunction

A troubled goblin inventor named Sweatcog stands in the Lower Ward, not far from the entrance to the Crypts of the Sacred Blood. Speak with Sweatcog to learn how the Legion can be of assistance.

Destroy Sweatcog's Automaton

One of Sweatcog's automatons is malfunctioning badly, and it needs to be stopped before it does any serious harm.

Boss Battle: Sweatcog's Automaton



Accept Sweatcog's quest and follow the quest guide across town, heading into a showdown against a dangerous battle-ready automaton. There's nothing else for it—smash up the enraged robot to shut it down permanently, attacking it from range if possible. If you must close in, dodge to avoid the automaton's devastating flamethrower attacks and strike from behind. Terminate the automaton, then return to Sweatcog to claim your reward—and obtain a second side quest from the grateful goblin.

Side Quest: Proof of Sabotage

Complete Sweatcog's initial mission to receive a second quest from him. You can easily complete this side quest while you investigate the crypts for the meisters.

Find the Automaton Parts

Sweatcog isn't sure what went wrong with his automaton, but he suspects that it may have been sabotaged. Look around for parts that might have been stolen from Sweatcog's lab.

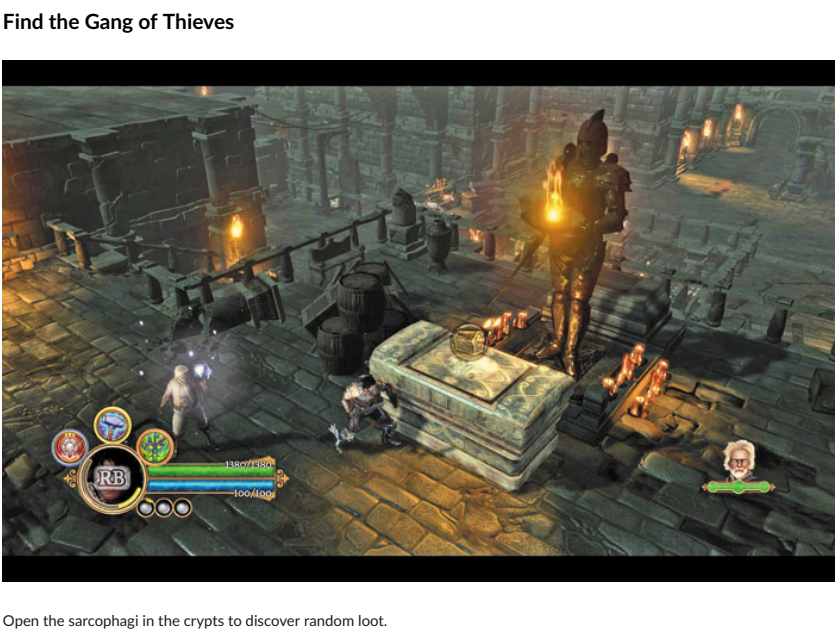
Side Quest: Cryptic Inheritance

Speak with Hermann Holtzman, who stands near the entrance to the Crypts of the Sacred Blood, to acquire a profitable side quest that you can easily fulfill while investigating the crypts for the meisters.

Enter the Crypts

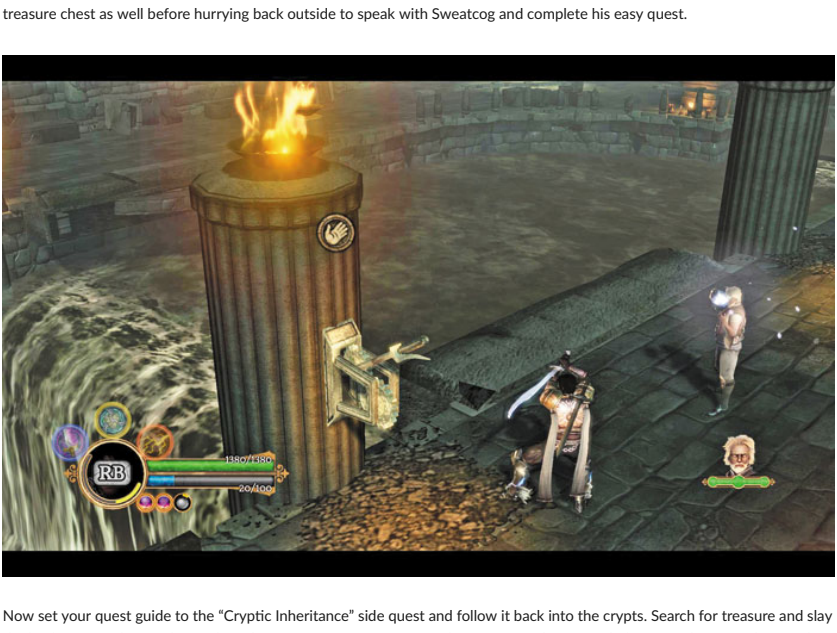
Hermann Holtzman has assembled a list of Legion artifacts that were looted from the Grand Chapterhouse 30 years ago. The stolen items were buried with the thieves who took them, and they now lie within the Crypts of the Sacred Blood.

Find the Gang of Thieves



Open the sarcophagi in the crypts to discover random loot.

Let the quest guide lead you toward the Crypts of the Sacred Blood, then gather your courage and head inside. You soon discover evidence of Meister Mudgutter's thieves—automaton parts are strewn all over the place. Tune your quest guide to Sweatcog's side quest and follow the guide to locate a special automaton sprocket that rests atop a table. Open a nearby treasure chest as well before hurrying back outside to speak with Sweatcog and complete his easy quest.



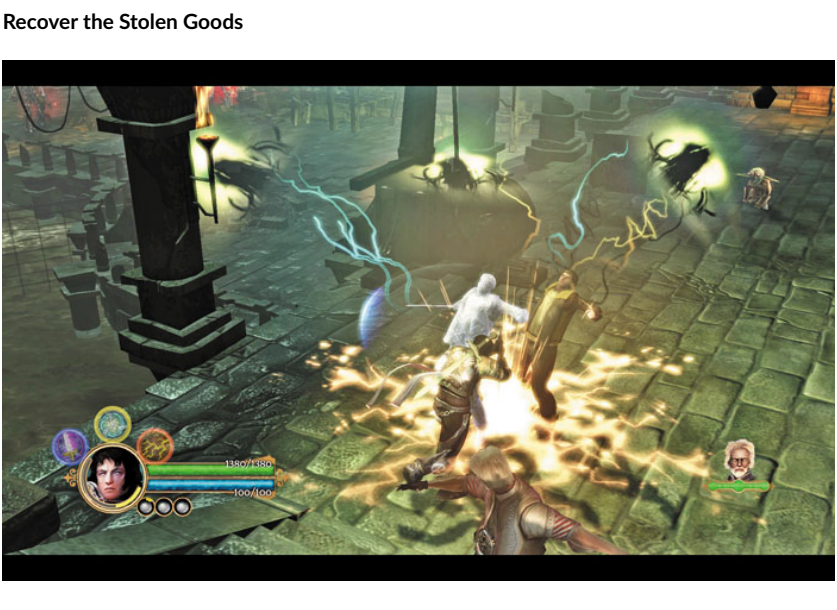
Now set your quest guide to the "Cryptic Inheritance" side quest and follow it back into the crypts. Search for treasure and slay the lowly enemy thieves that rush to thwart you as you investigate the crypts—find a unique belt for Reinhart in a chest within a nearby burial chamber. You eventually come to a lever that sticks out from a column—pull the lever to extend a bridge across the nearby water channel, then cross the bridge to venture deeper into the crypts.

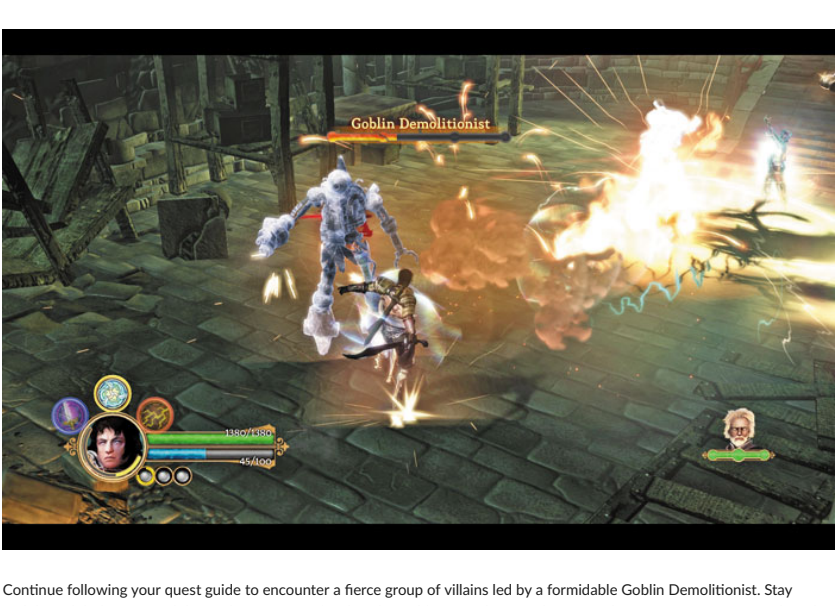
Side Quest: Stolen Shipments

In the chamber beyond the bridge, you discover a shipping label that indicates some thieves have stolen goods from a Stonebridge merchant named Schnaus. Inspecting this shipping label gives you a new side quest that you can easily complete while exploring the crypts.

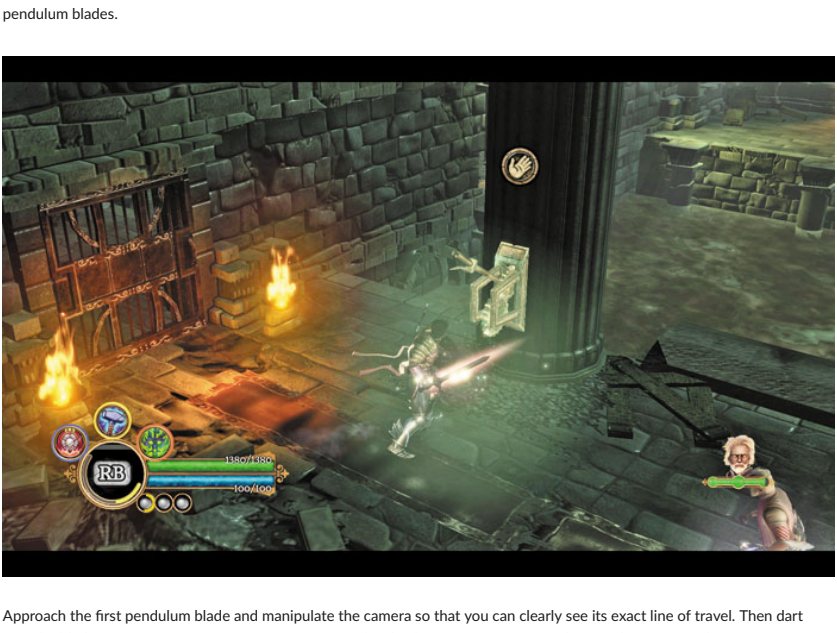
Find the stolen goods within the crypts so they can be returned to their rightful owner.

Recover the Stolen Goods

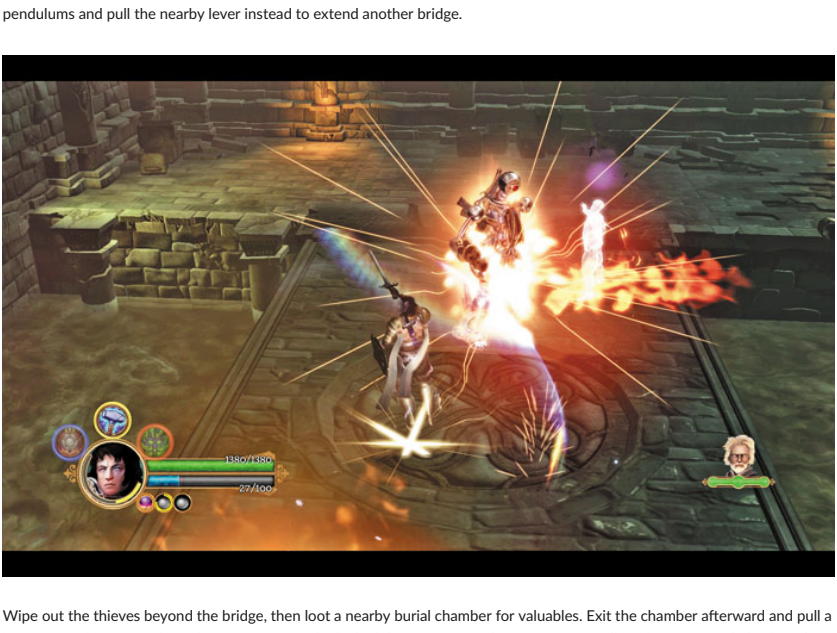




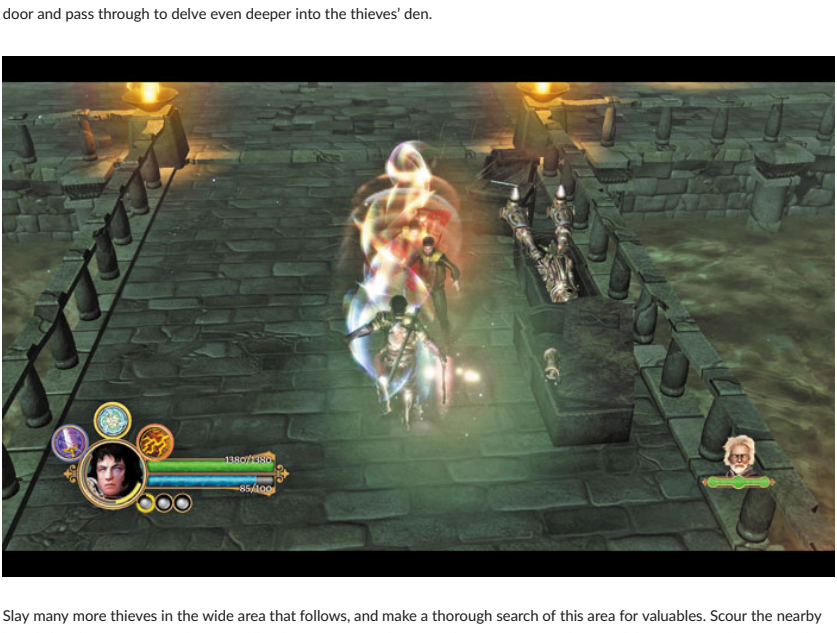
Continue following your quest guide to encounter a fierce group of villains led by a formidable Goblin Demolitionist. Stay mobile and dodge to avoid the explosive projectiles that the Goblin Demolitionist throws. Make a sweep for treasure when the dust settles, then venture onward to locate another lever that raises a second bridge—and also activates a series of swinging pendulum blades.



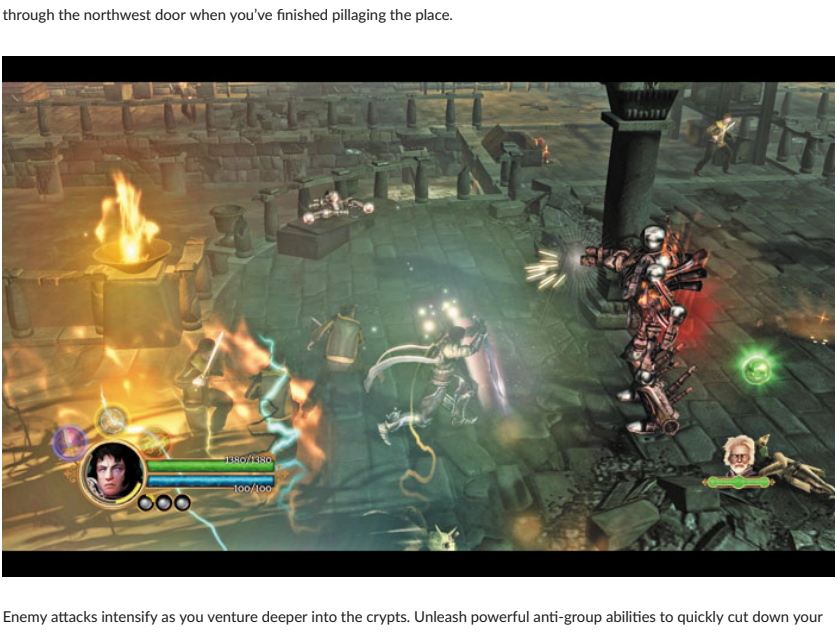
Approach the first pendulum blade and manipulate the camera so that you can clearly see its exact line of travel. Then dart past the blade after it swings past. Beware: enemies will ambush you as you navigate this treacherous stretch—try to remain stationary as you slaughter them so as not to move into the path of a swinging blade. Ignore the locked door beyond the pendulums and pull the nearby lever instead to extend another bridge.



Wipe out the thieves beyond the bridge, then loot a nearby burial chamber for valuables. Exit the chamber afterward and pull a lever on a column outside of the room to open the locked door you noticed moments ago. Follow the quest guide back to the door and pass through to delve even deeper into the thieves' den.



Slay many more thieves in the wide area that follows, and make a thorough search of this area for valuables. Scour the nearby burial chamber for precious loot as well. Take your time and refer to the maps to see where each bit of fortune lies. Proceed through the northwest door when you've finished pillaging the place.

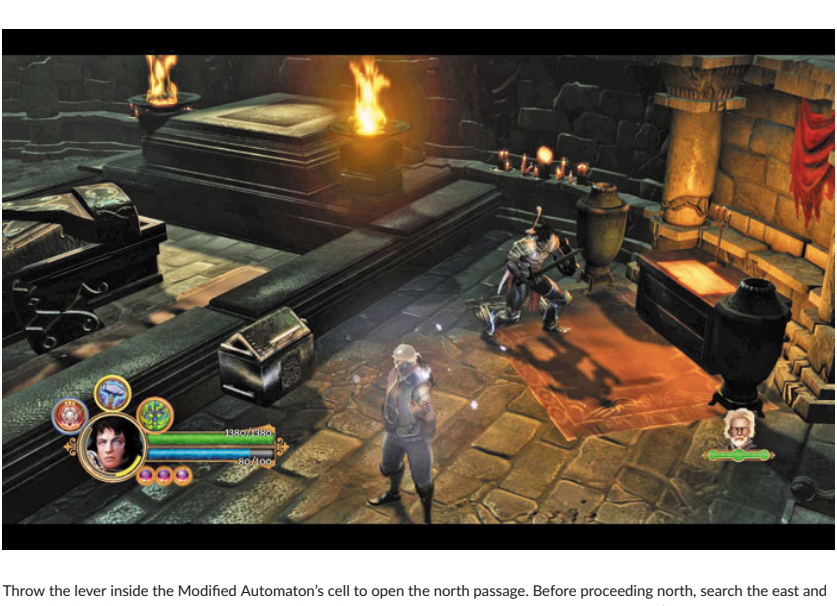


Enemy attacks intensify as you venture deeper into the crypts. Unleash powerful anti-group abilities to quickly cut down your foes as you follow the quest guide to a remote lever. Give the lever a pull to halt a nearby pendulum blade and open the surrounding doors—but be ready to face a mob of villains after doing so. Enter the nearby room afterward to discover the second of Schnaus's stolen shipments, as well as a Legion journal that your friend Hermann Holtzman will be interested in.

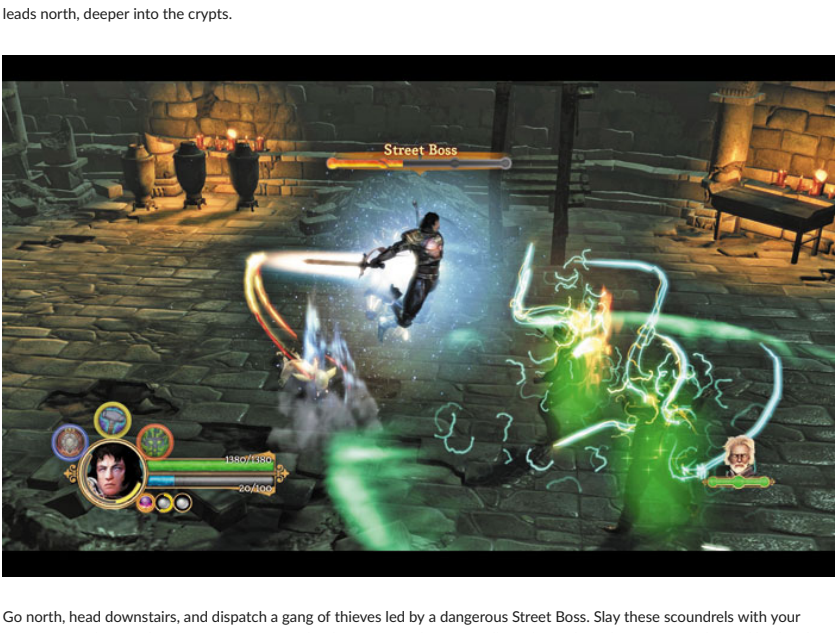
Exit the room and go north to investigate the other two doors you've opened. Both lead to the same wide hall—fight your way toward a save beacon, then throw a nearby column's lever to extend a bridge that leads to a monstrous caged automaton. Ignore the robot for now and pull two more levers to extend bridges to the east and west. Go west first and pull yet another lever to free the automaton.

Boss Battle: Modified Automaton

This mighty combat machine is similar to the one you destroyed for Sweatcog during his "Major Malfunction" side quest. The Modified Automaton unleashes lethal flamethrowers when battled up close and owns powerful ranged attacks as well. Use superior speed and movement to avoid this adversary's strong offense, and dismantle it with ranged attacks or by striking from the rear.

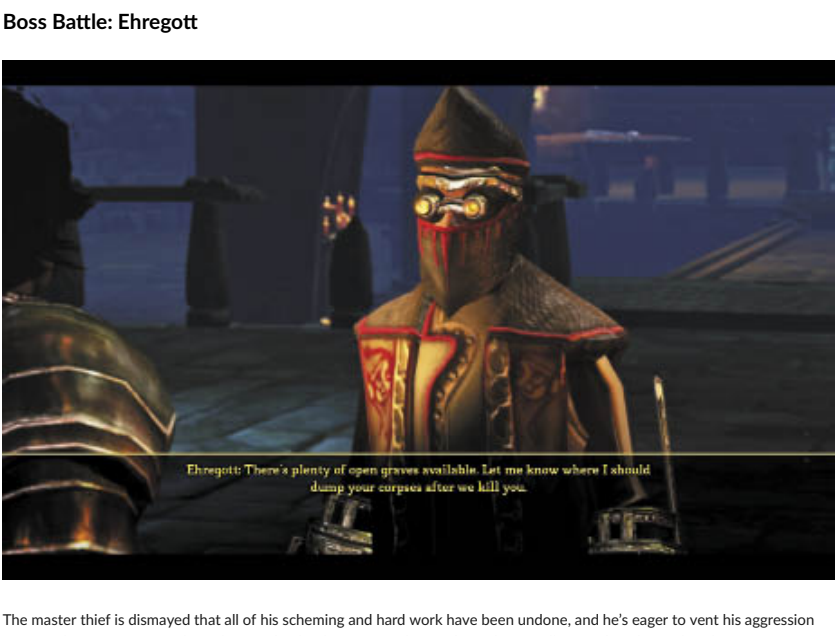


Throw the lever inside the Modified Automaton's cell to open the north passage. Before proceeding north, search the east and west side chambers to discover a Legion urn that will interest Hermann Holtzman, as well as Schnaus's final stolen shipment—you'll also find a unique pair of pants for Reinhart in a treasure chest. Afterward, pull the east lever to extend a bridge that leads north, deeper into the crypts.

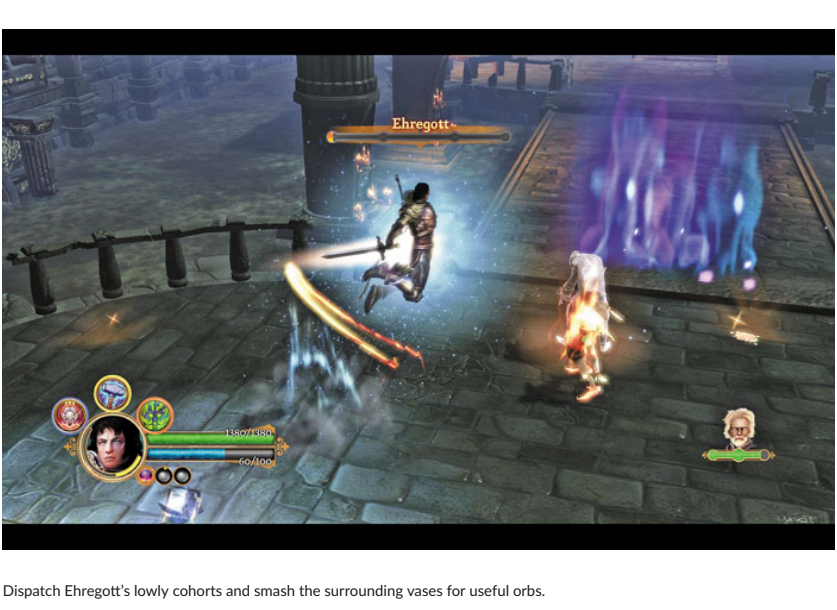


Go north, head downstairs, and dispatch a gang of thieves led by a dangerous Street Boss. Slay these scoundrels with your most powerful moves before venturing onward to locate a save beacon. Pull one last column lever to extend a final bridge that leads toward the thieves' brazen leader.

Boss Battle: Ehregott


Ehregott: There's plenty of open graves available. Let me know where I should dump your corpses after we kill you.

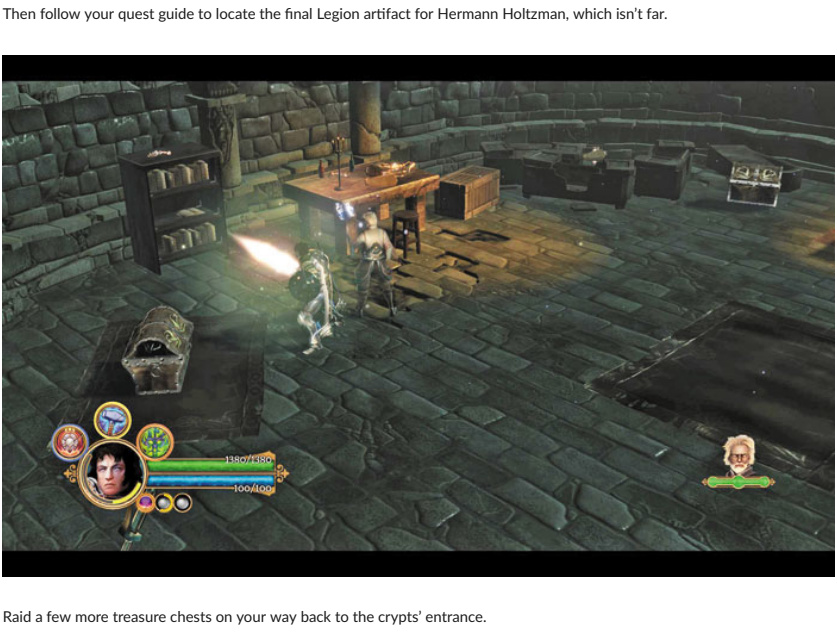
The master thief is dismayed that all of his scheming and hard work have been undone, and he's eager to vent his aggression on you. Ehregott is extremely resilient and unleashes powerful ranged attacks as well as quick melee strikes that can stun you for a short time. Hit Ehregott with your most powerful single-foe attacks and abilities, and beware the hulking automatons and goblin thieves that he regularly summons. Keep up the pressure until the grand footpad finally falls.



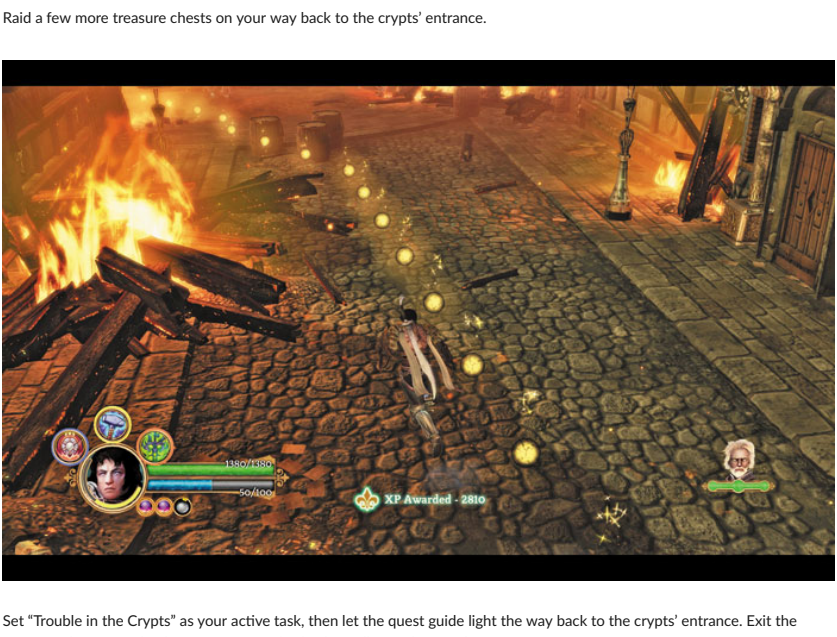
Dispatch Ehregott's lowly cohorts and smash the surrounding vases for useful orbs.

Realizing that he's met his match, Ehregott lays down his weapons and agrees to cooperate. Question the chief thief to learn that a mysterious character called the Dapper Old Gent is the real cause behind the thieves' recent automaton-stealing activities. Ehregott has no idea how to locate the Dapper Old Gent, but he's clearly someone you need to speak with.

You automatically gain Influence with your current companion after the dialogue with Ehregott concludes. Search around to claim loose loot that fell during the frantic battle, especially the Nickel-Odion Gauntlet for Reinhart that Ehregott has dropped. Then follow your quest guide to locate the final Legion artifact for Hermann Holtzman, which isn't far.



Raid a few more treasure chests on your way back to the crypts' entrance.

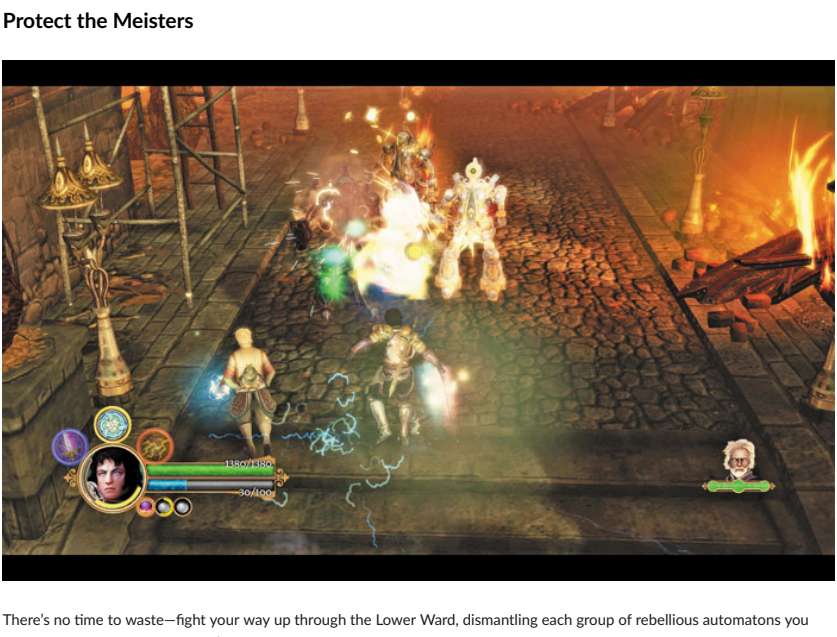


Set "Trouble in the Crypts" as your active task, then let the quest guide light the way back to the crypts' entrance. Exit the crypts to discover a shocking scene: Stonebridge has fallen under attack!

Marten Guiscard

Guiscard awaits you outside the crypts with troubling news: The city's automatons have seemingly gone mad. Apparently, without cause or warning, the machines just started slaughtering everyone and everything in their sight. Marten informs you that the automatons have taken control of the city's main square and advises that you hurry to the Meisterhall to ensure the meisters' survival. The loyal legionnaire then returns to the Grand Chapterhouse to defend the vital stronghold.

Protect the Meisters



There's no time to waste—fight your way up through the Lower Ward, dismantling each group of rebellious automatons you encounter. Beware the machines' powerful offense, especially their short-range flamethrowers, and employ your most vicious abilities to bring down each mechanical foe. Don't stop until you reach the Meisterhall.

Sigismund Wulf

Your friend Sigismund Wulf greets you inside the Meisterhall with urgent news: The Dapper Old Gent was just here but fled when you entered the hall. Fortunately, Wulf's few remaining loyal automatons have managed to hold the hall's doors and keep the enemy at bay, so the meisters are safe. Sigismund says the Gent fled through a nearby shimmering door and points to its location. It must be a secret Causeway gate!

Follow the Dapper Old Gent

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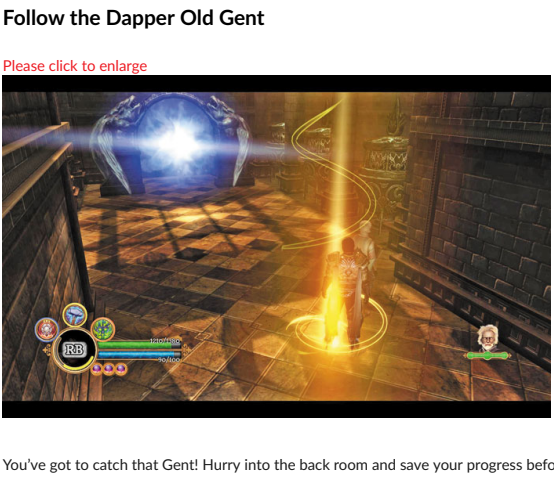
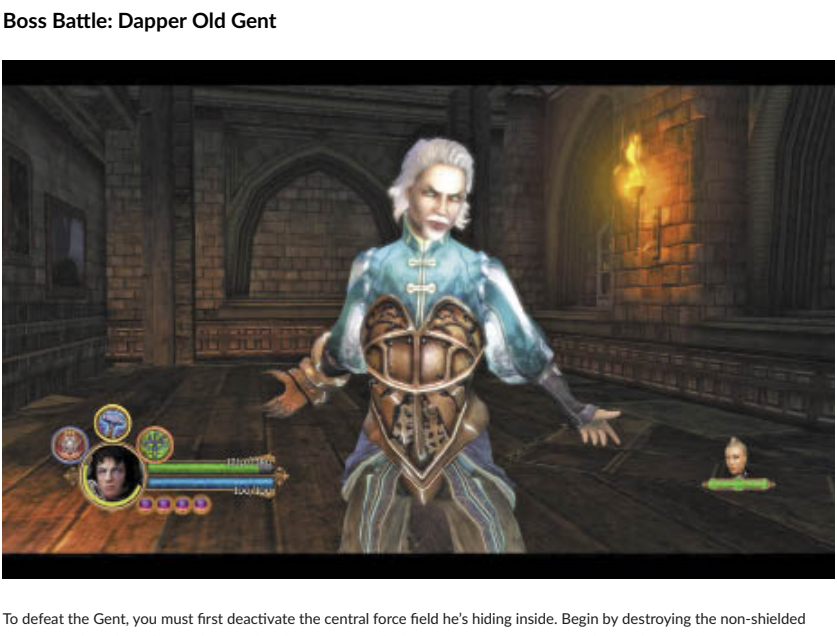
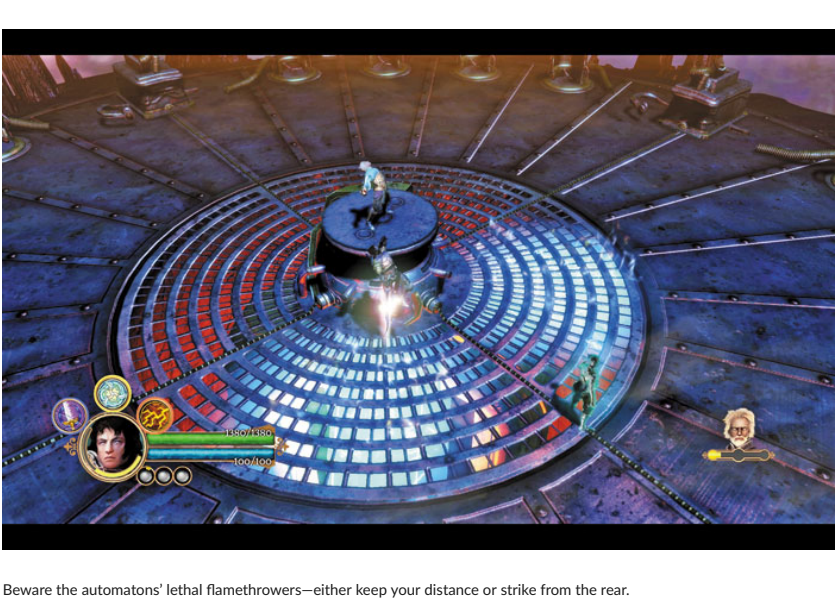


You've got to catch that Gent! Hurry into the back room and save your progress before stepping into the shimmering Causeway gate. A challenging adversary awaits—the Legion's most difficult test thus far!

Boss Battle: Dapper Old Gent



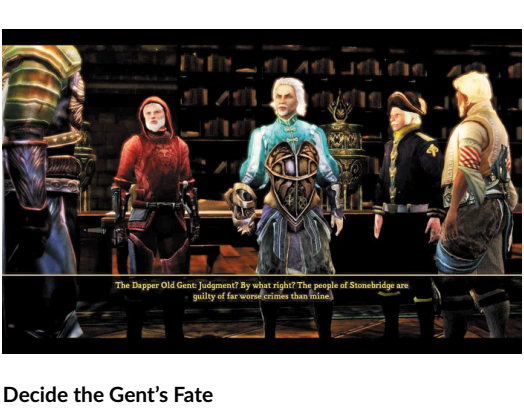
To defeat the Gent, you must first deactivate the central force field he's hiding inside. Begin by destroying the non-shielded transport tubes along the outskirts of the platform—formidable automatons emerge from these tubes, so the faster you destroy them, the fewer machines you'll need to fight. After you destroy several transport tubes, the nearest power generator loses its energy shield—destroy the generator to expose the Gent's central platform, then attack the platform to damage it. Repeat this sequence until all four generators are destroyed and the Gent is forced to flee back through the Causeway gate.



Beware the automatons' lethal flamethrowers—either keep your distance or strike from the rear.

Tip

Stay mobile and dodge often to avoid the Gent's ranged attacks and damaging spells. Circle around the Gent's platform to give his lumbering automatons the slip.



Decide the Gent's Fate

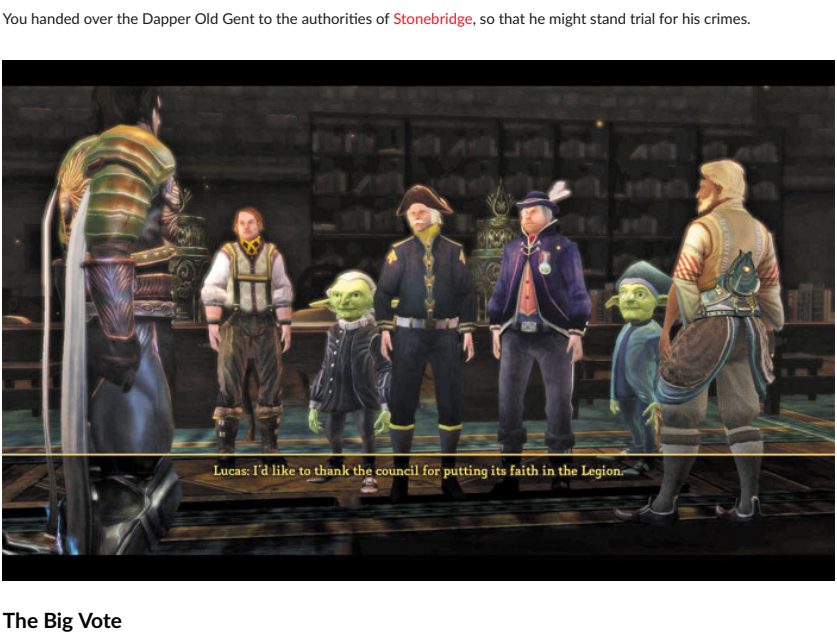
Upon returning to the Meisterhall, you find that the Gent has been apprehended by Sigismund Wulf. Question the Gent to learn that he is actually a former legionnaire. The Gent has spent the last three decades tormenting the people of Stonebridge in retribution for their actions against the Legion 30 years ago. The horrible truth then comes out: During Jeyne Kassynder's former occupation of Stonebridge, many citizens rose up against the Legion, stormed the Grand Chapterhouse, and helped to murder all of Stonebridge's brave legionnaires. Ask the Gent if he "saw this himself" to gain Influence with Lucas, or tell him that "not all of them are guilty" to earn Influence with Reinhart. Or, gain Influence with Katarina by saying that "this changes things." The Gent goes on to say that he escaped into the Causeways and has since used the magical passages to aid in his undoing of the city. You must now decide the Gent's fate: either hand him over to Wulf to stand trial for his violent actions against Stonebridge, or show him mercy and take him into the Legion's custody. The decision you make affects the Deed you earn at this stage in the adventure but has no bearing on the meisters' impending vote. If you can't decide what to do, know that turning the Gent over to the meisters gains you Influence with Lucas or Anjali, while choosing to protect the Gent by restoring him to the Legion's fold earns you Influence with Reinhart or Katarina—the latter option being worth double the normal Influence gain.

Deed Gained—Legion Redeemer - *Will +3*

You spared the Dapper Old Gent from the wrath of the city authorities and offered him sanctuary with the Legion.

Deed Gained—
Lord Protector of Stonebridge - *Stamina +3*

You handed over the Dapper Old Gent to the authorities of Stonebridge, so that he might stand trial for his crimes.


Lucas: I'd like to thank the council for putting its faith in the Legion.

The Big Vote

You've made your ruling on the Gent's fate—now the meisters get to rule on whether or not Stonebridge should publicly side with the Legion. Gain Influence with Lucas by saying that your "actions are enough," or with Anjali by warning the meisters not to "make a mistake." Or say that you'll "respect their decision" to gain Influence with Reinhart. Naturally, your recent deeds of valor make this meeting a mere formality—the vote goes swiftly in your favor. Brilliant work—the people of Stonebridge have now openly declared an alliance with the Legion!

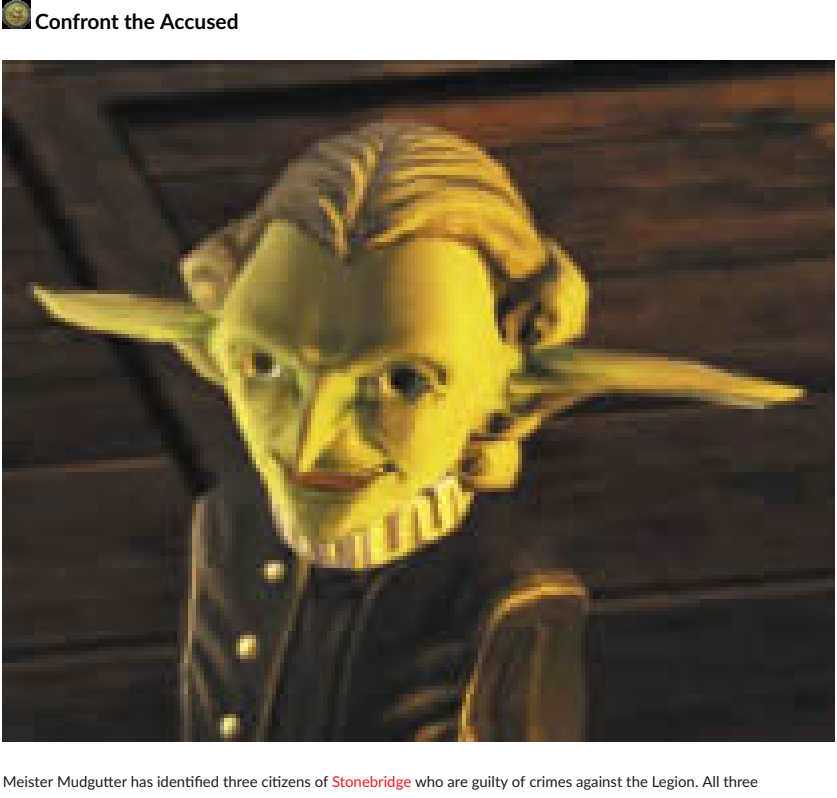
Note

You automatically gain Influence with your current companion upon winning the meisters' vote of support.

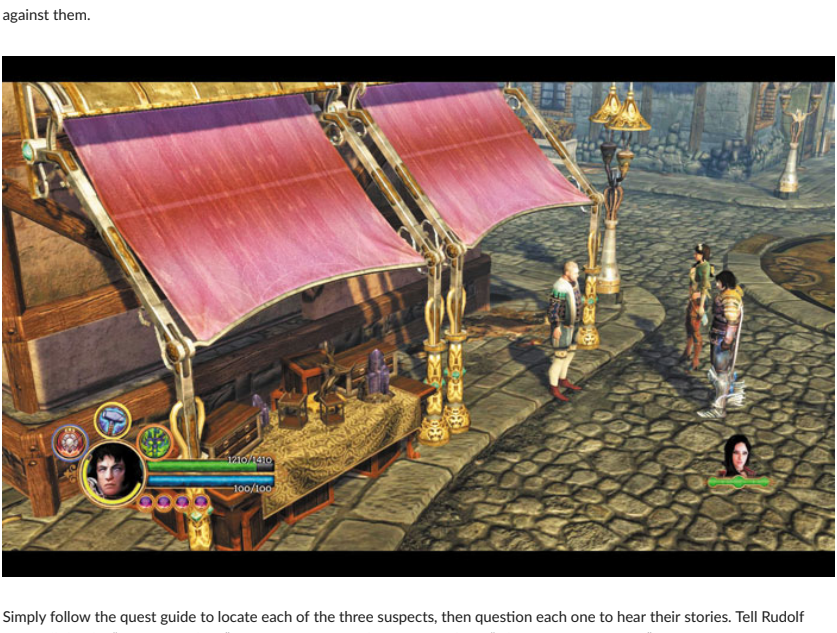
Side Quest: Uncovering the Past

After the vote, speak with Meister Mudgutter to complete the "Trouble in the Crypts" side quest and receive your due reward. Talk to Mudgutter again afterward to receive a new side quest that you can easily complete before moving on to Glitterdelve.

Confront the Accused



Meister Mudgutter has identified three citizens of Stonebridge who are guilty of crimes against the Legion. All three participated in the attack on the Grand Chapterhouse 30 years ago. You must decide whether you wish to press charges against them.

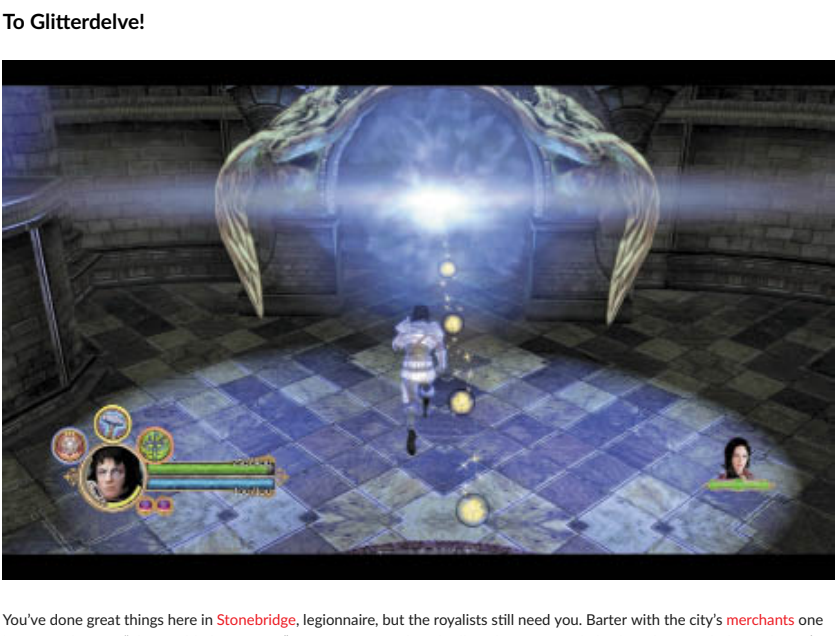


Simply follow the quest guide to locate each of the three suspects, then question each one to hear their stories. Tell Rudolf Maxwell that he "owes us nothing" to gain Influence with Lucas, or ask for "whatever you can offer" to gain Influence with Katarina—along with a bit of gold. Decide that Frederick Pratz should "go to jail" to gain Influence with Anjali, or tell him that "an apology will suffice" to earn Influence with Reinhart instead—along with a one-of-a-kind vambrace for Lucas. Or, tell Frederick that he "owes us" to gain more Influence with the always-savvy Katarina, along with some more gold. Lastly, when speaking with Wenzel, decide that he should "go to trial" to gain additional Influence with Anjali, or show the old sot mercy and inform him that there's "no need to press charges" to gain more Influence with the kindhearted Reinhart. When you've finished dealing with all three, complete the quest by returning to Meister Mudgutter and informing him of your verdicts regarding the men's fates.

Werner Schnaus

If you found all of the "Stolen Shipments" side quest items while braving the Crypts of the Sacred Blood, don't forget to complete the quest by returning the stolen goods to Werner Schnaus. Tell Werner that recovering the goods was "my pleasure" to gain Influence with Lucas, or ask him to "thank us with coins" to gain Influence with Katarina. You will receive a reward from Werner no matter which option you choose.

To Glitterdelve!

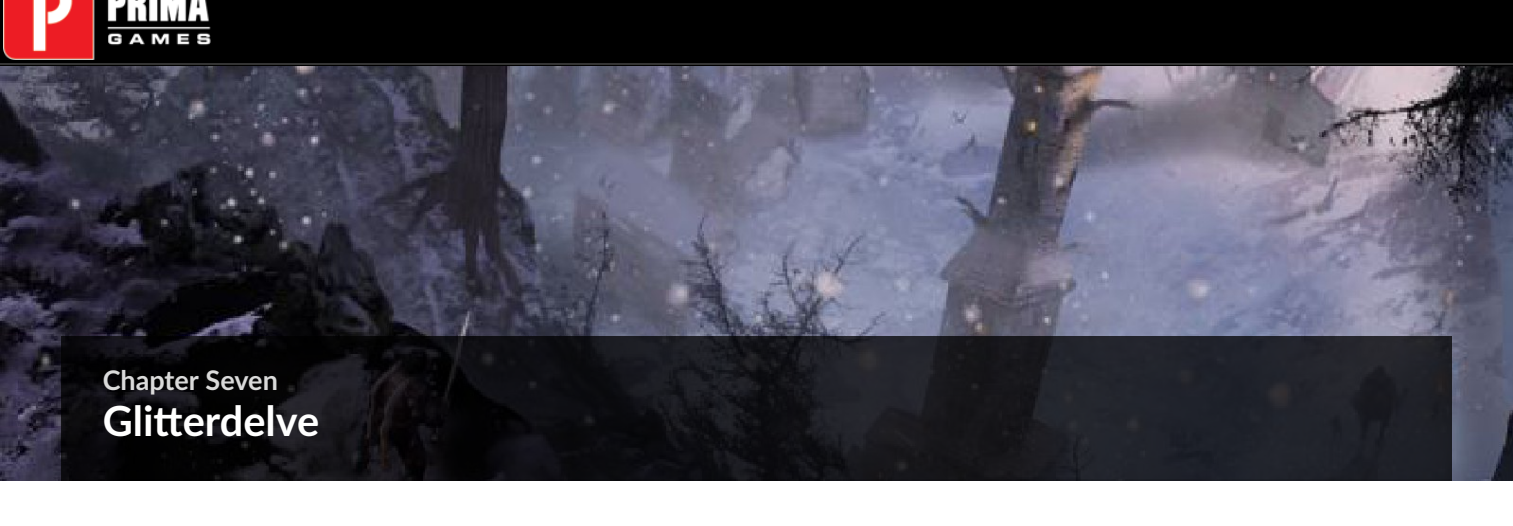


You've done great things here in Stonebridge, legionnaire, but the royalists still need you. Barter with the city's merchants one last time, then set "The Tumbledown Court" as your active task and follow the quest guide back to the Grand Chapterhouse's Causeway gate. Speak with Odo, Marten Guiscard, and possibly the Dapper Old Gent (if you spared him from the meisters) before mustering your courage and stepping through the shimmering portal.

Note

If you've already visited Glitterdelve, then the time has instead come to convene with the meisters of Stonebridge and make ready for the final battle. Return to the Meisterhall and speak with Mayor Grimmelhaus to ready the armies of Stonebridge for war.

PRIMA GAMES

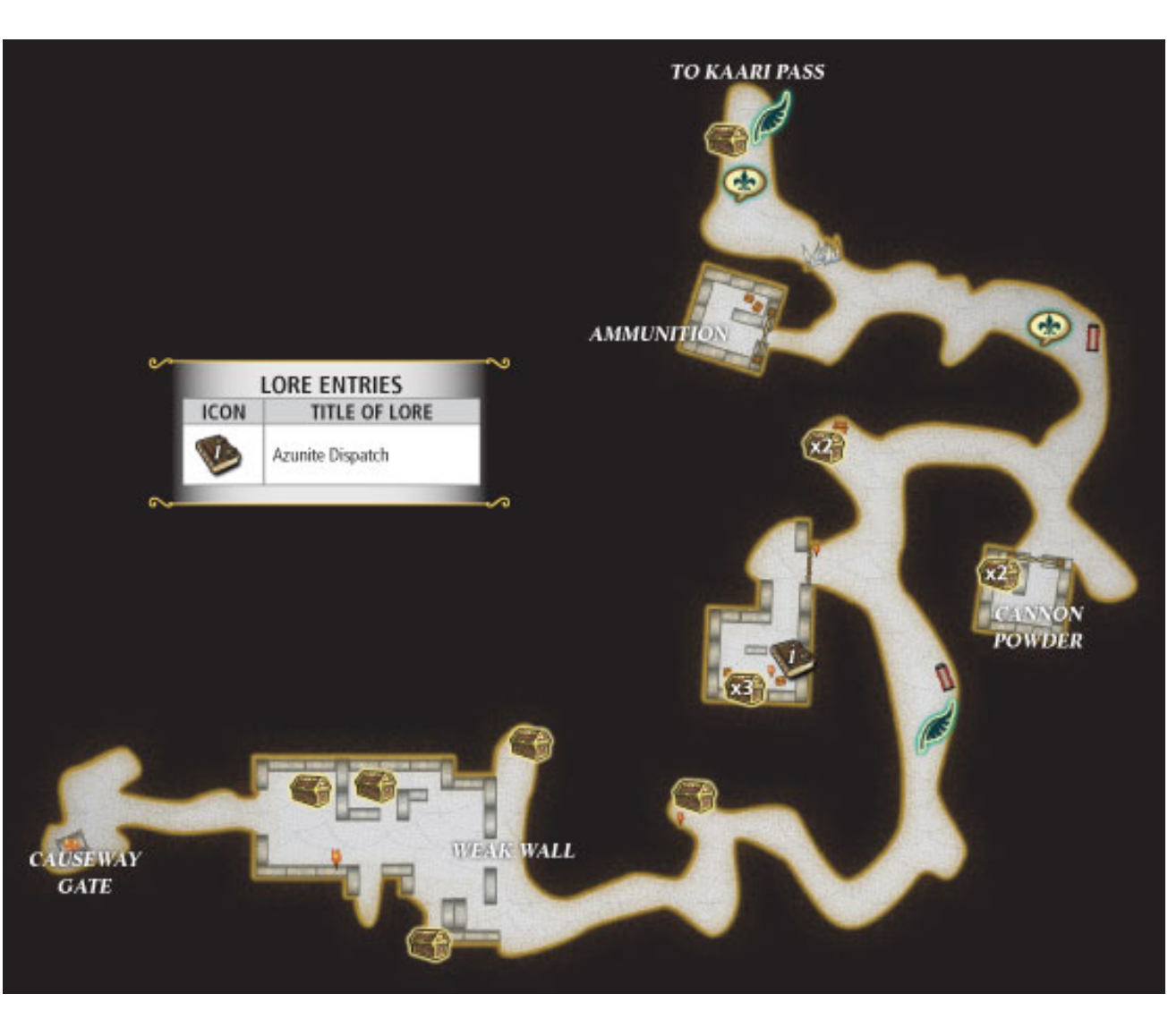


Chapter Seven
Glitterdelve

Chapter 7: Glitterdelve

The Legion's return has come. Having formed an alliance with the powerful merchants of Stonebridge, our heroes now make haste to Glitterdelve, where the superior Azunite armies of Jeyne Kassynder have caught Queen Roslyn and her dwindling royalist forces under siege. If the royalists can be saved, their queen may well agree to lend the Legion her support as well—such an alliance would all but ensure Jeyne's defeat.

Frostspire Mountain



Find the Royalists

Set "The Tumbledown Court" as your active quest, then step through the Grand Chapterhouse's Causeway gate to enter the Stonebridge Causeway. Follow the quest guide along a direct route to the Glitterdelve Causeway gate—there's nothing hidden in these new Causeways, so don't get sidetracked. The queen needs you!

Pass through the Glitterdelve Causeway gate to enter the cold embrace of a frigid snowstorm. You've emerged at the peak of Frostspire Mountain and must now make a treacherous descent to reach the mountain's mines, where the royalists have sought shelter from the Azunites' pounding cannons. Beware: Enemy cannons open fire as you descend the mountain trail—dodge to avoid damage when you hear the telltale sound of inbound cannonballs.

Tip

Attack the small, dark rock formations to smash them and discover random loot.

The mountain trail runs through ancient stone ruins—search around to discover several treasure chests here. Attack a cracked wall to destroy it and access a northern nook with a hidden chest. Royalist scouts catch you up just beyond the ruins—turn around and make short work of these minor threats before venturing onward.

Azunite priests unleash powerful magic—slip past the enemy ranks and dispatch their robed holy men first.

You soon encounter heavily armored Azunite soldiers. You've battled these dangerous adversaries before, during your trek through the swamp. Slay the smaller, faster foes first, then bring down the plodding Azunite soldiers with ranged attacks from a safe distance. If you must battle these brutes up close, evade their devastating sword strikes, and attack from the rear.

Continue to slay Azunite troops and loot treasure chests on your way down the mountain. Ignore the locked wooden gate and closed iron portcullis you notice and fight onward until you at last encounter one of Queen Roslyn's men.

Royalist Sapper

This battle-weary soldier couldn't be happier to see a friendly face. The sapper explains that the Azunites will soon breach the rear entrance into the mines, where the royalists are holed up. The sapper had intended to collapse the mines' rear entrance with the royalists' cannons, but he was wounded in battle. Question the sapper to learn that ammunition is needed to fire the royalists' cannons and collapse the mine's rear entrance—the sapper then gives you the key to the mountain's storehouses, where the ammunition is kept.

Side Quest: Making an Entrance

When he handed you the key to the mountain storehouses, the royalist sapper also mentioned a task worth exploring.

Find Cannon Powder

Jeyne Kassynder's army has seized a royalist encampment. Retaking the camp would disrupt the enemy's control of the area.

After speaking with the royalist sapper, set "Making an Entrance" as your active quest and then follow the quest guide back up the mountain trail. The guide leads you to the iron portcullis you noticed earlier—use the sapper's key to unlock the gate and enter a small storehouse, where you discover two chests and some cannon powder.

Blow Open the Gate

Next, follow the quest guide farther up the mountain trail, retracing your steps toward the wooden gate that you spied before. Save your progress at the beacon, then inspect the nearby cannon—which is already loaded—to fire it with the cannon powder. The cannon blasts the wooden gate, exposing a new trail—and freeing a host of Azunite forces!

Take Control of the Camp

Lay waste to the Azunites that storm out of the battered gate, then eliminate all enemy forces in the encampment beyond the gate as well to secure the site for the royalists. Excellent work! Now raid the campsite's chests to claim your reward, and be sure to inspect the scroll on the wall, which provides a new lore entry.

Find Ammunition

Ensure that "The Tumbledown Court" is set as your active task, then follow the quest guide back down the mountain, heading for the mines. As you draw close, you spy the royalists making their stand against the Azunites near the mines' rear entrance—make haste and raid a nearby storeroom to discover the ammunition you seek.

Hurry back up the trail, racing to the nearby cannon. Inspect the giant weapon to load and fire it without delay. The resulting blast finds its mark and collapses the mines' rear entrance, preventing Jeyne Kassynder's forces from pressing their attack any further. Good work!

Travel into the Mountains

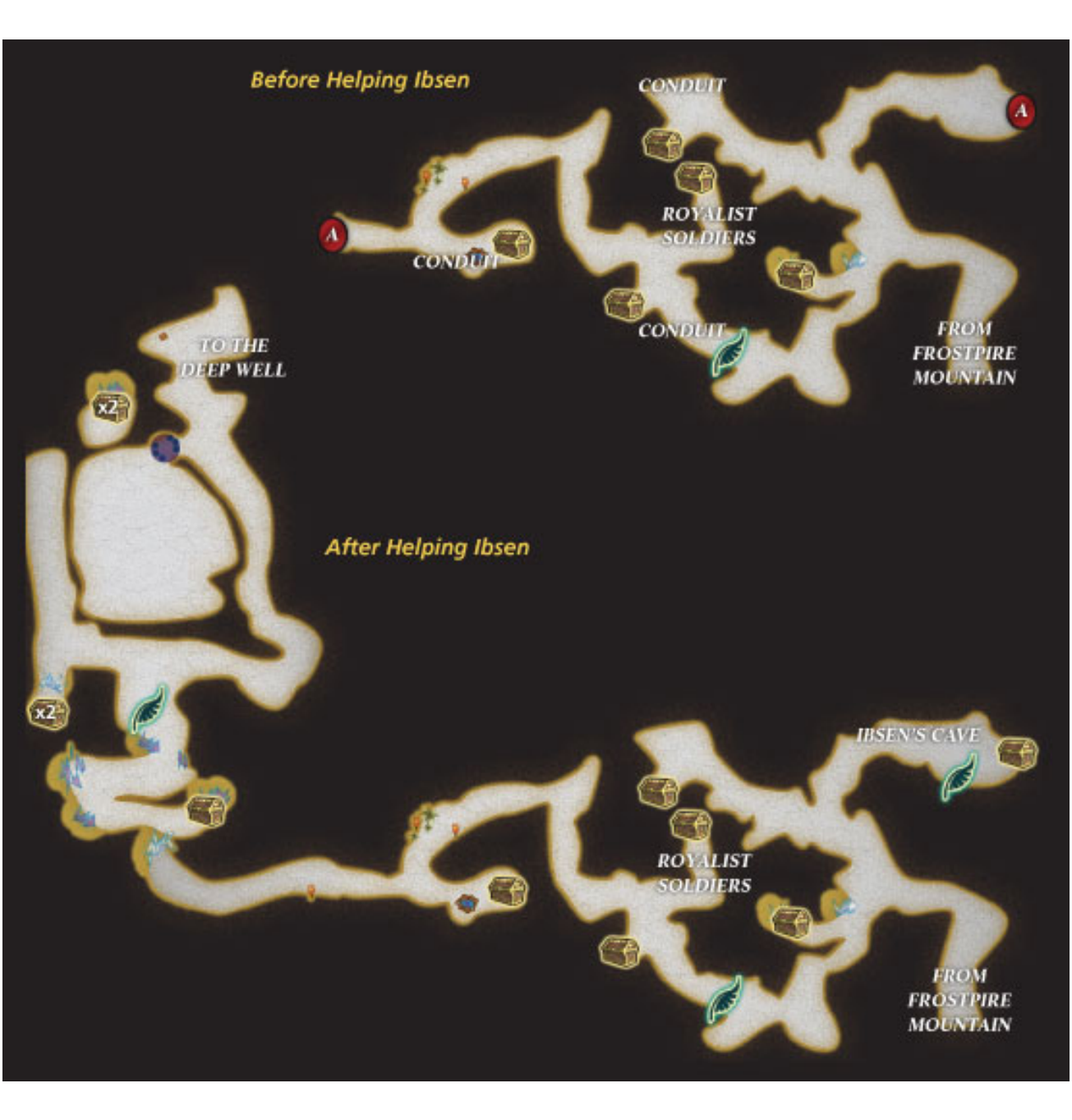
You've bought the royalists some much-needed time. Now use the quest guide to locate a nearby collection of blue crystals, which may have caught your eye before. With the mines' rear entrance collapsed, you're able to smash these crystals to expose a secret passage that leads deeper into the mountain.

Despite the harsh climate of the aptly named Frostspire Mountain, the passage leads to a steamy pool and rushing waterfall. Remarkable! Sprint through the falls to visit a large cavern, where you meet an odd but helpful local.

Ibsen

Ibsen is neither royalist nor Azunite—amazingly, he's one of Frostspire Mountain's reclusive inhabitants. The mountain man is also irate over the loss of his "front door"—the collection of crystals you recently shattered. Ibsen isn't interested in the current conflict, but he agrees to show you the way to the royalists' position if you'll repair his door. Ibsen goes on to explain that the dwarves who formerly resided in these mountains used special magic called geomancy to create wonders around the mountains, such as the waterfall you recently passed through. If you could destroy three of the dwarves' ancient geomancy conduits, Ibsen believes that the nearby waterfall would freeze, creating a suitable replacement "door." If Lucas or Reinhart stands by your side, tell Ibsen that you'd "rather not" mess with the conduits to gain Influence with them. Or, if Anjali or Katarina is your current companion, tell Ibsen that you'll do as he asks "if you must" to gain Influence with them instead.

Kaari Pass



Side Quest: Untamed Mountain

Once you've agreed to fix Ibsen's door, the old mountaineer divulges that some royalist soldiers have become lost in the ongoing blizzard. Perhaps you can rescue them.

Find the Lost Royalists

Ibsen sighted some royalist soldiers in the Kaari Pass. He suspects that they're lost, and he suggested that you guide them to safety if you find them.

Exit Ibsen's humble abode to reach Kaari Pass—another foreboding mountain trail. Beware the monstrous mountain spiders that lurk in the pass, and use ranged attacks to bring down the elusive frost imps. Towering dakkenweyr are the pass's most dangerous inhabitants—strive to avoid the ice chunks they rip from the ground and hurl at you, as well as their quick and powerful melee blows.

Follow the quest guide to track down the lost royalist soldiers, opening chests for loot along the way. Destroy the glowing rock formation near the save beacon you encounter—this turns out to be the second of three special conduits you must destroy for Ibsen.

You find the royalist soldiers fighting for their lives against a mob of spiders and frost imps. Help the haggard men dispatch these minor threats, then escort the soldiers back to Ibsen to ensure they don't become lost again. When the deed is done, claim your reward from the treasure chest that Ibsen's been keeping safe.

Close the Three Conduits

Save your progress within Ibsen's abode before venturing out into Kaari Pass. Simply use the quest guide to track down each of the three geomancy conduits that Ibsen has asked you to destroy—the first is guarded by a monstrous Elder Frost Dakkenweyr. Explore nooks and crannies to discover the occasional treasure chest, but try not to get sidetracked—you'll explore Kaari Pass's other trails soon enough. After destroying all three conduits, return to Ibsen to inform him of your success.

The old mountaineer is glad to have his door back and gratefully hands you a dwarven Lodestar in return. This special rock causes certain gemstones to glow when the Lodestar is nearby. Armed with the Lodestar, you'll have no trouble keeping on track as you head west in search of the besieged royalists.

Side Quest: Ibsen's Cave

After handing you the Lodestar, Ibsen mentions one last favor that you might consider granting him.

Clear the Cave of Monsters

Ibsen asked you to look for a cave in the Kaari Pass. If you can clear the cave of its monstrous inhabitants, the old hermit is willing to reward you.

Follow the quest guide north and then east, fighting your way toward the cave that Ibsen mentioned. Frost imps reside in the cave, along with a burly dakkenweyr and a particularly nasty frost imp named Prince Enjekki. Dodge often as you slay these enemies with ranged attacks to clear the cave for Ibsen. Loot the cave's lone chest afterward, then return to your friend Ibsen for an even greater reward that includes two unique artifacts.

Find the Entrance to the Mines

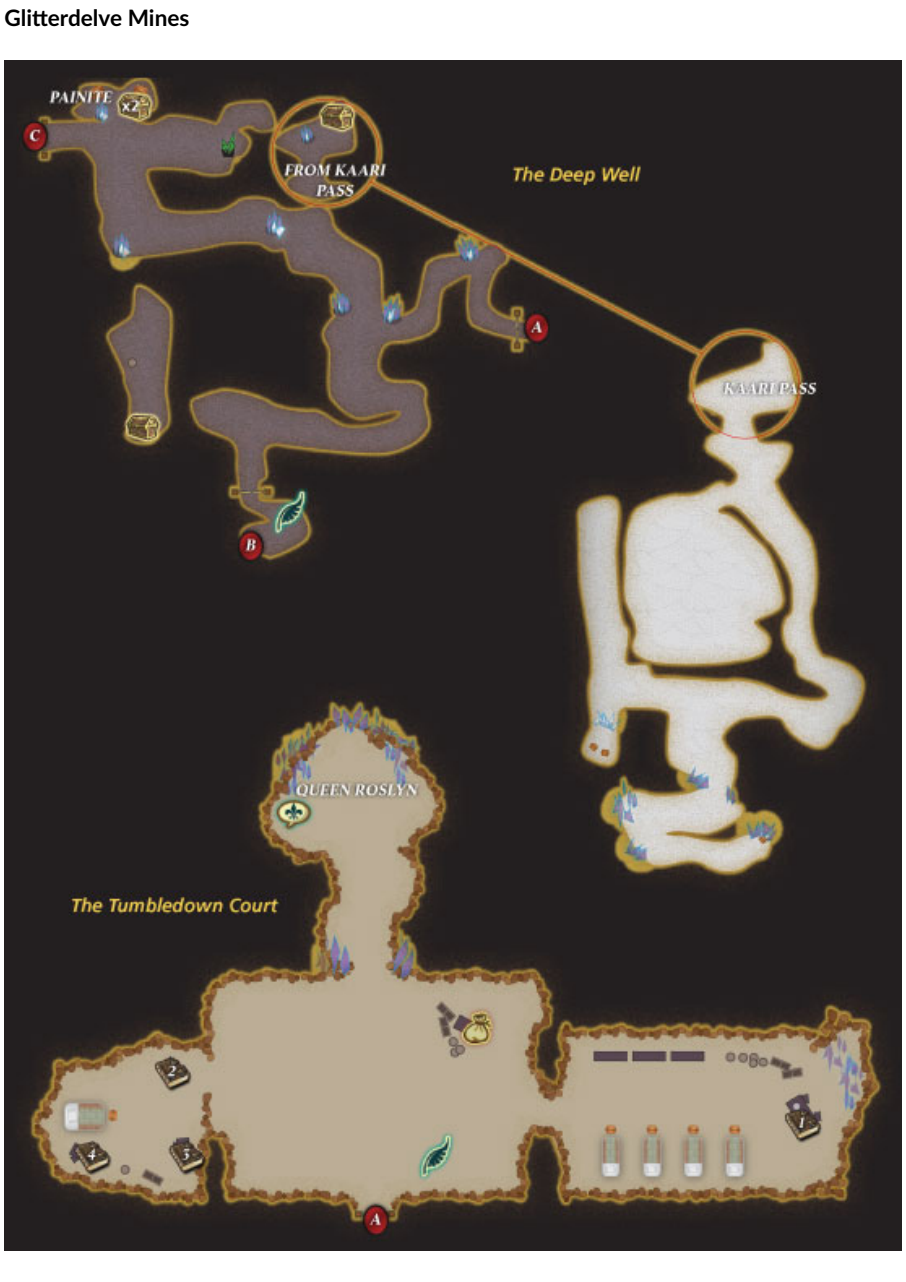
You've completed your business here in the pass—now it's time to track down the royalists. Set "The Tumbledown Court" as your active task and let the quest guide lead you west, toward the Glitterdelve Mines. Notice that certain rock formations now glow with soft light as you approach—the Lodestar works just as Ibsen described!

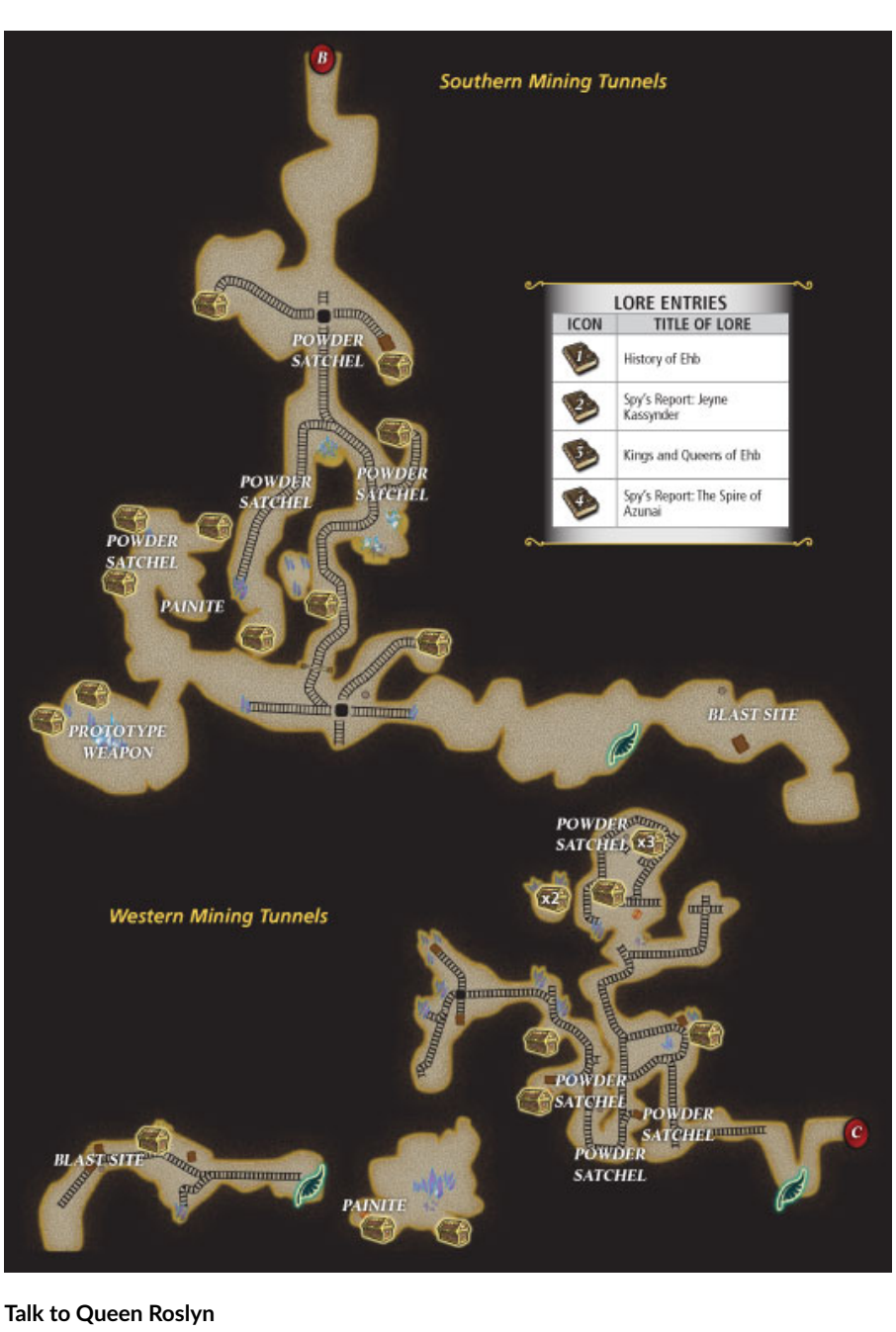
A massive rock slide collapses behind you near the pass's summit—there's no turning back. Press on and shatter the crystals you soon encounter to expose a passage that leads yet deeper into the mountain. Loot one last chest and slay a few more dakkenweyrs on your way to the royalist-controlled portion of the Kaari Pass.

Roderick and Phineas

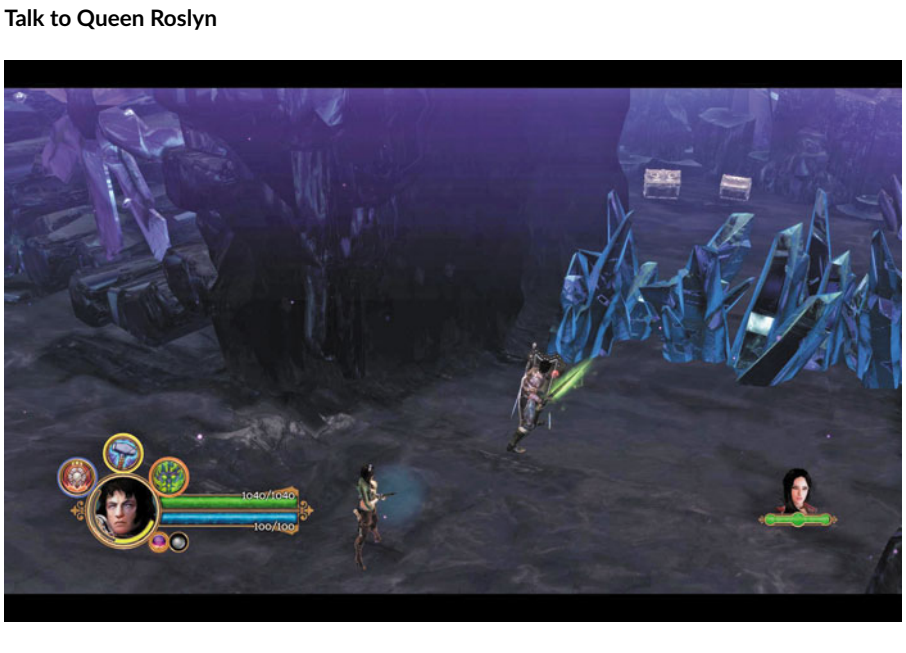
Your friends Roderick and Phineas await you inside a massive cavern. Though you haven't seen them since you aided them in the swamp, the two royalists don't have time to exchange pleasantries. They explain the dire situation at hand: Azunite forces are overwhelming the mines' remaining entrances, and the royalists can't hold out much longer. The men inform you that Queen Roslyn awaits you in her court and urge you to visit the queen without delay.

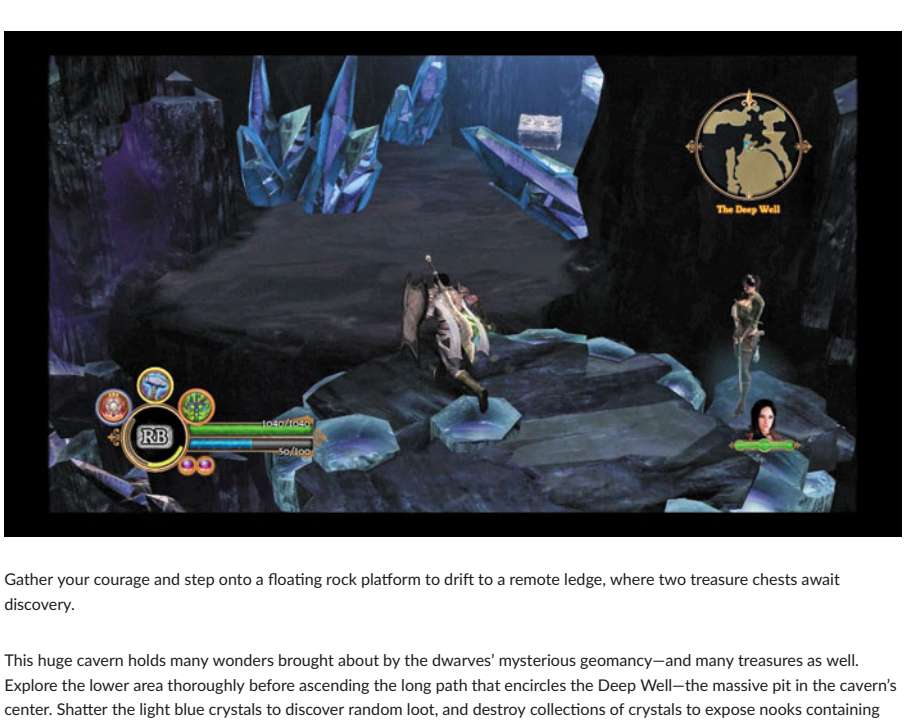
Glitterdelve Mines





Talk to Queen Roslyn



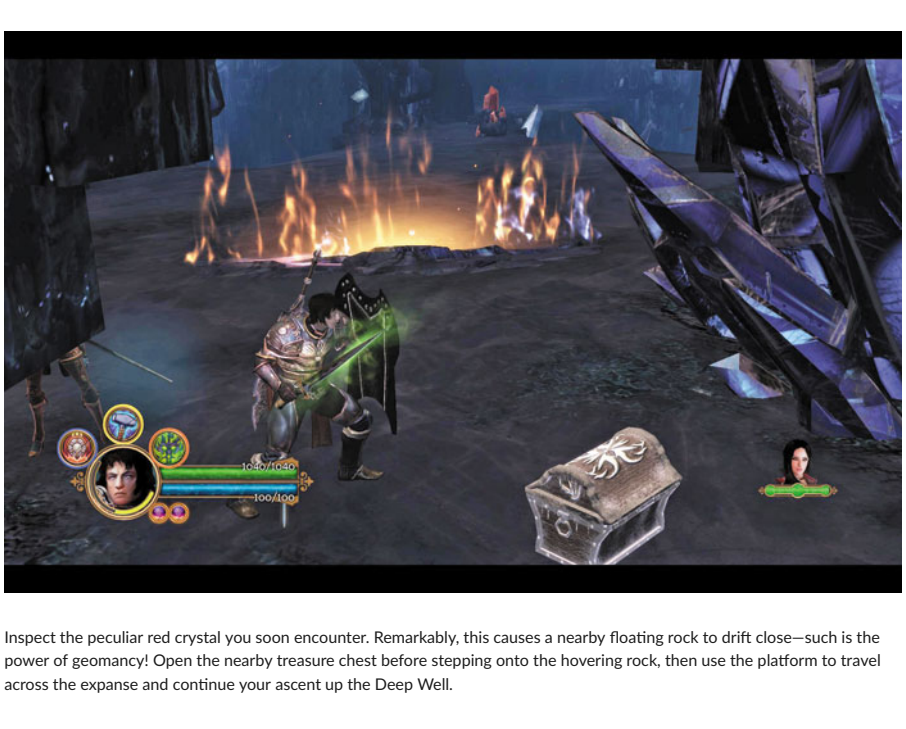


Gather your courage and step onto a floating rock platform to drift to a remote ledge, where two treasure chests await discovery.

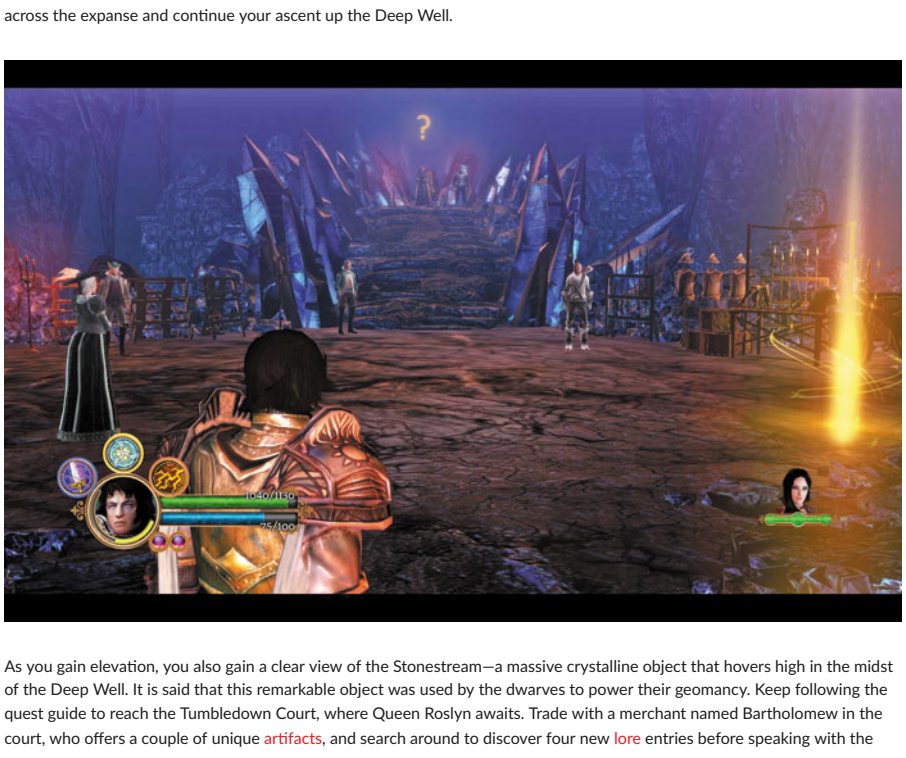
This huge cavern holds many wonders brought about by the dwarves' mysterious geomancy—and many treasures as well. Explore the lower area thoroughly before ascending the long path that encircles the Deep Well—the massive pit in the cavern's center. Shatter the light blue crystals to discover random loot, and destroy collections of crystals to expose nooks containing hidden chests.

Caution

Beware of fiery flare-ups as you explore the Deep Well. Roll or teleport through the flames to avoid damage.

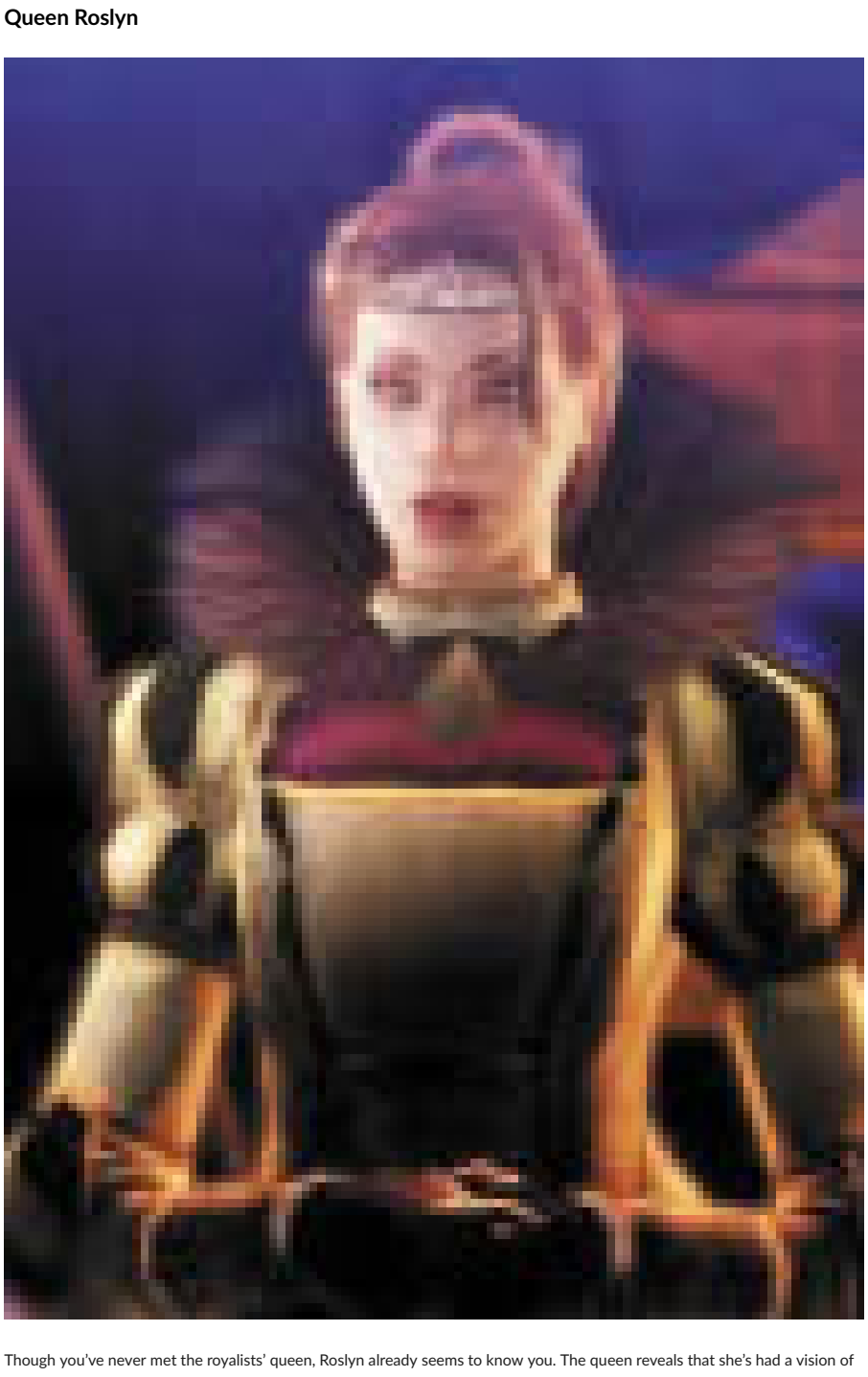


Inspect the peculiar red crystal you soon encounter. Remarkably, this causes a nearby floating rock to drift close—such is the power of geomancy! Open the nearby treasure chest before stepping onto the hovering rock, then use the platform to travel across the expanse and continue your ascent up the Deep Well.



As you gain elevation, you also gain a clear view of the Stonestream—a massive crystalline object that hovers high in the midst of the Deep Well. It is said that this remarkable object was used by the dwarves to power their geomancy. Keep following the quest guide to reach the Tumbledown Court, where Queen Roslyn awaits. Trade with a merchant named Bartholomew in the court, who offers a couple of unique artifacts, and search around to discover four new lore entries before speaking with the queen.

Queen Roslyn



Though you've never met the royalists' queen, Roslyn already seems to know you. The queen reveals that she's had a vision of you, in which you spoke to a golden-haired child in the heart of the Mournweald. Depending on your current companion, you can gain Influence with Lucas or Anjali by responding, "I'm not sure," or with Reinhart by asking the queen, "Why didn't I see you?" You can also gain Influence with Katarina by telling Roslyn that her vision was "true." Question the queen afterward to learn that the Radiant Youth has apparently been helping her outmaneuver Jeyne Kassynder's armies for quite some time. When Lord Devonsey says that the Legion murdered the queen's grandfather, gain additional Influence with Lucas by saying "that's a lie," or with Reinhart by saying "not this again," or with Katarina by saying "you need our help." An alarm soon sounds—Devonsey hastily informs you that two more mine entrances must be sealed to prevent the Azunites from overrunning the mines.

Side Quest: All That Glitters

After talking to the queen, speak with Phineas to learn of a special task that you can perform for the scholar. You can easily complete this optional task as you work at sealing the mine entrances for Queen Roslyn.

Gather Painite

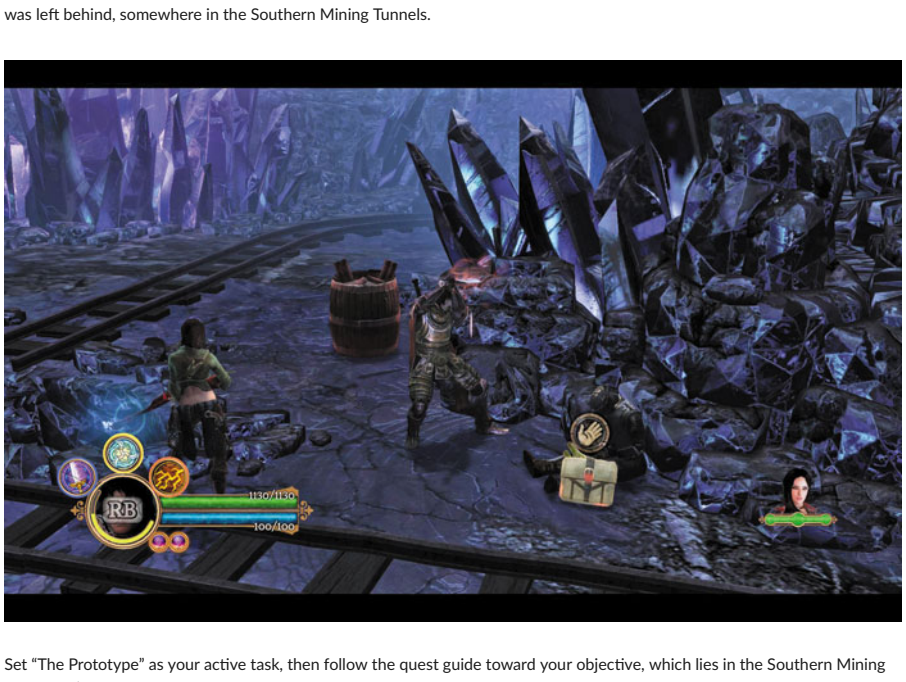
Phineas is looking for rare gemstones called Painite, which are critical to the practice of geomancy—the old earth magic of the dwarves. Phineas gives you a Lodestar to help you find the Painite.

Side Quest: The Prototype

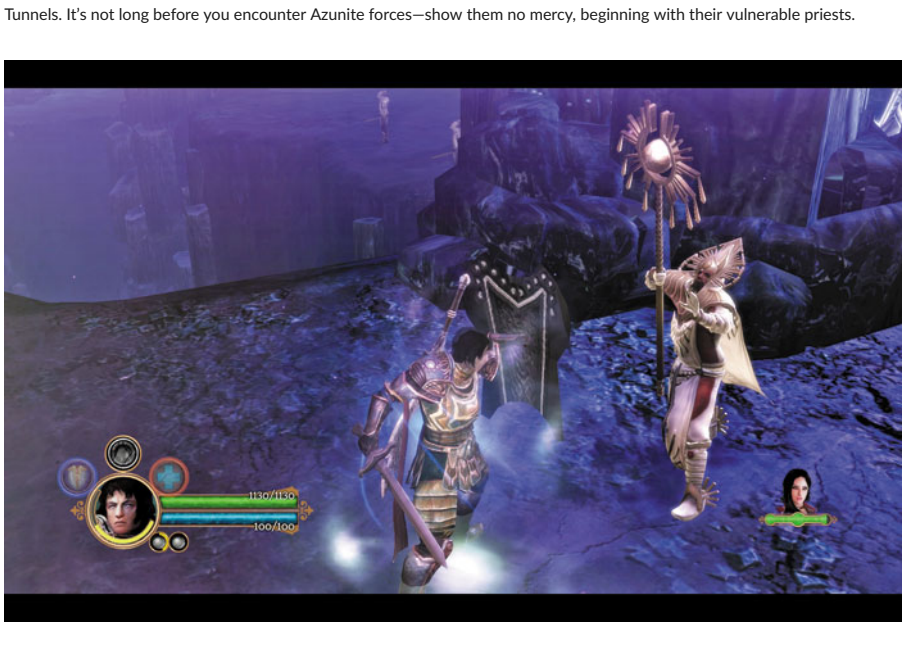
Talk to Bartholomew again after speaking with the queen, for the humble merchant now has a favor to ask.

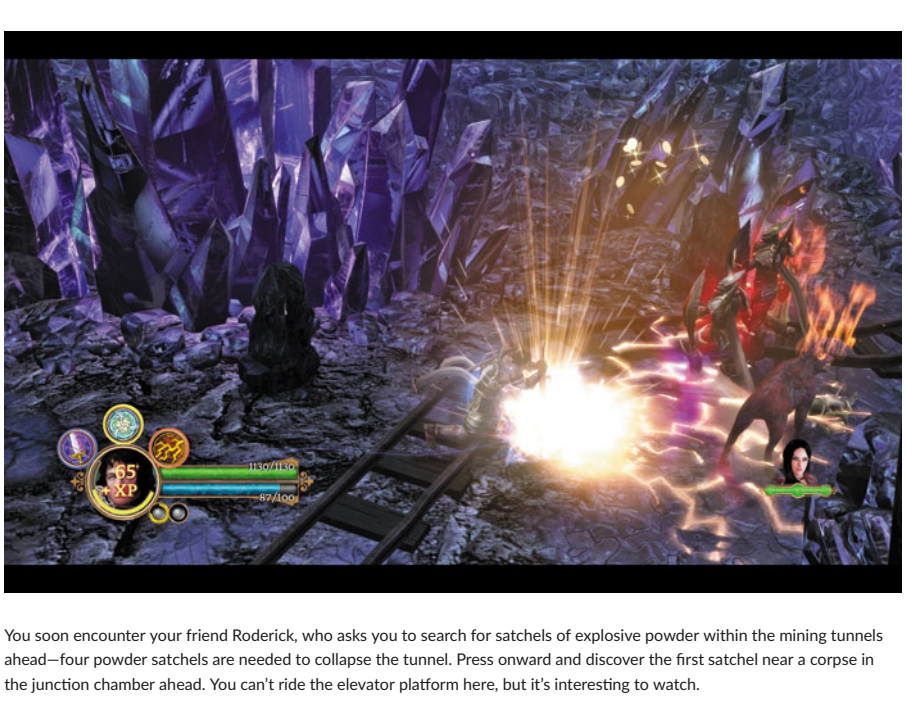
Find the Prototype Rifle

In the chaos of the enemy attack, Bartholomew lost a valuable weapon—a repeating rifle that is the first of its kind. He thinks it was left behind, somewhere in the Southern Mining Tunnels.

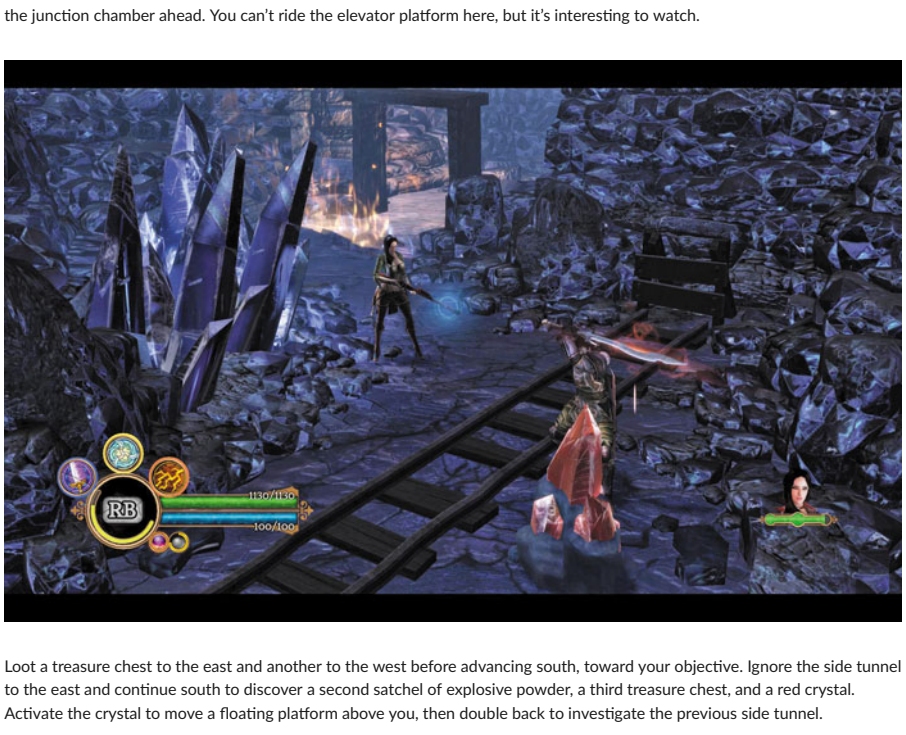


Set "The Prototype" as your active task, then follow the quest guide toward your objective, which lies in the Southern Mining Tunnels. It's not long before you encounter Azunite forces—show them no mercy, beginning with their vulnerable priests.

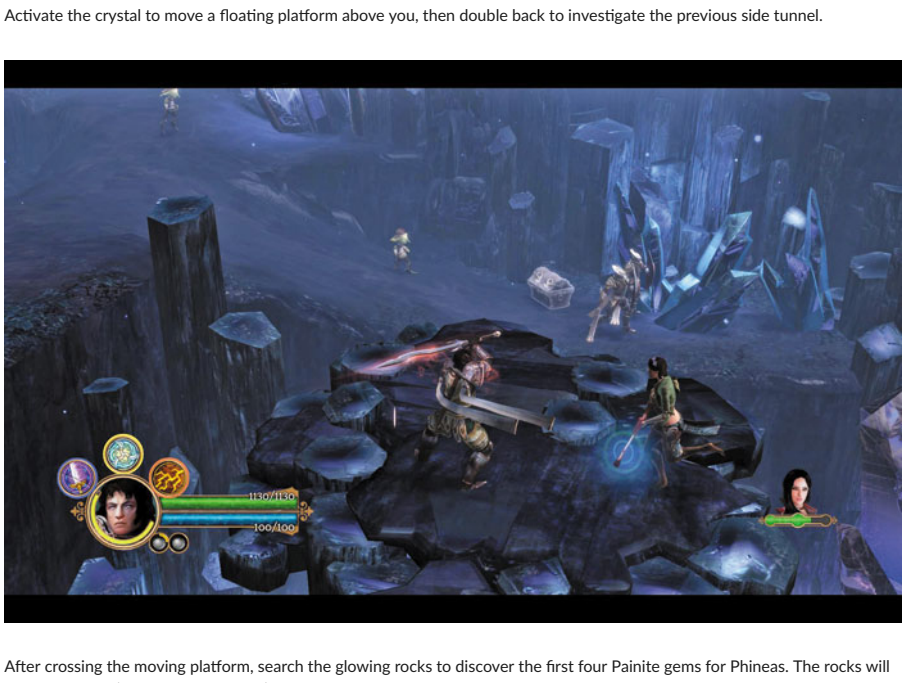




You soon encounter your friend Roderick, who asks you to search for satchels of explosive powder within the mining tunnels ahead—four powder satchels are needed to collapse the tunnel. Press onward and discover the first satchel near a corpse in the junction chamber ahead. You can't ride the elevator platform here, but it's interesting to watch.

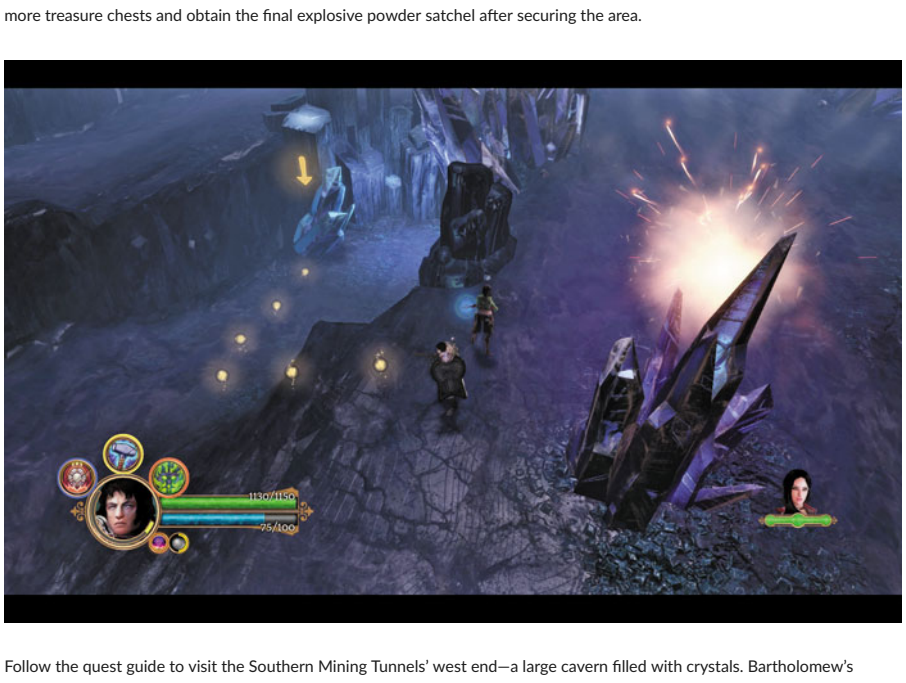


Loot a treasure chest to the east and another to the west before advancing south, toward your objective. Ignore the side tunnel to the east and continue south to discover a second satchel of explosive powder, a third treasure chest, and a red crystal. Activate the crystal to move a floating platform above you, then double back to investigate the previous side tunnel.



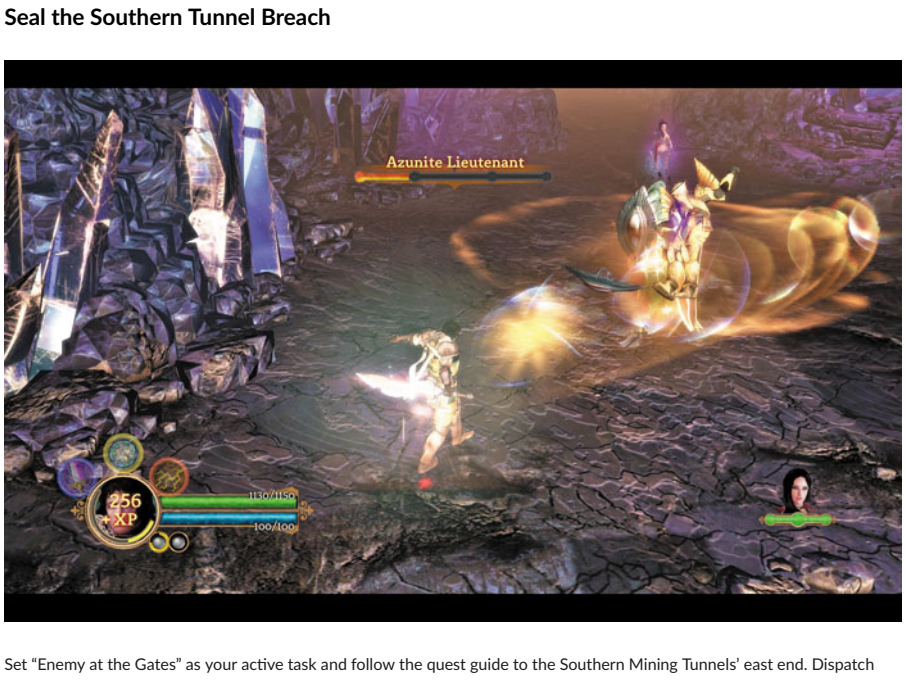
After crossing the moving platform, search the glowing rocks to discover the first four Painite gems for Phineas. The rocks will glow only if you've accepted Phineas's side quest.

Claim the third powder satchel from the side tunnel and crack open another chest before stepping onto the platform you've just moved. Ride the platform across the expanse and lay waste to the horde of Azunite forces on the far side. Open three more treasure chests and obtain the final explosive powder satchel after securing the area.

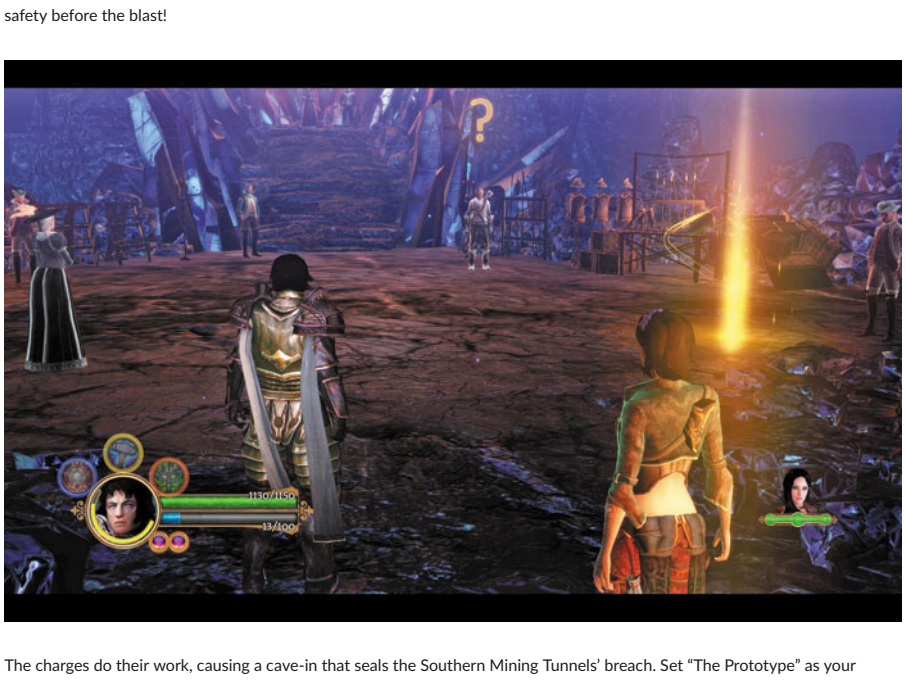


Follow the quest guide to visit the Southern Mining Tunnels' west end—a large cavern filled with crystals. Bartholomew's prototype rifle is around here somewhere, but enemy cannons continuously fire at you, making this a dangerous scene. Listen carefully to the sound of the cannon fire and dodge twice to avoid being struck by the inbound cannonballs. Shatter the crystal indicated by the quest guide to discover the prototype rifle you seek.

Seal the Southern Tunnel Breach



Set "Enemy at the Gates" as your active task and follow the quest guide to the Southern Mining Tunnels' east end. Dispatch the formidable Azunite Lieutenant you encounter there, keeping your distance to avoid being scorched by his burning aura. After securing the area, inspect the nearby mine cart to set the four explosive charges you've discovered—then backtrack to safety before the blast!



The charges do their work, causing a cave-in that seals the Southern Mining Tunnels' breach. Set "The Prototype" as your active quest and let the quest guide lead you out of the tunnels and back to the Tumbledown Court, where Bartholomew awaits news of his precious weapon. Speak with Bartholomew to complete his side quest and receive a one-of-a-kind artifact—the item Bartholomew gives you varies based on your chosen hero. Take a moment to trade with the merchant afterward before tuning the quest guide to "All That Glitters" and venturing out once more.

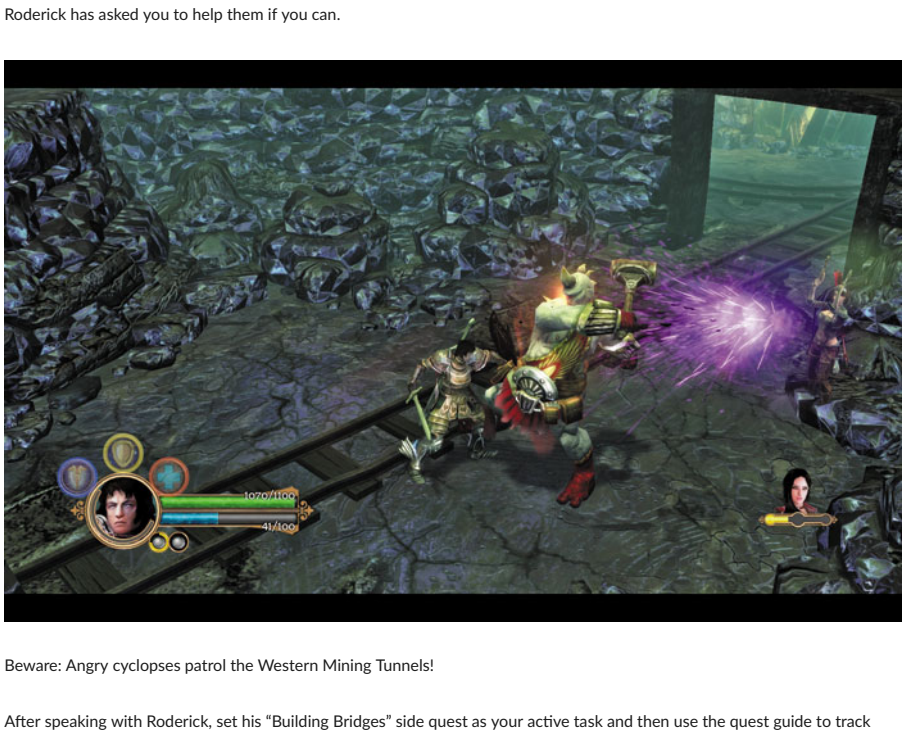
The quest guide leads you to the Deep Well's only source of Painite, which isn't far. Harvest the glowing gems for Phineas, then follow the quest guide into the nearby passage, where your friend Roderick awaits. Again, Roderick asks you to track down four satchels of explosive powder and use them to collapse the breach in the Western Mining Tunnels. Roderick then hurries back to the Tumbledown Court to defend his queen.

Side Quest: Building Bridges

Roderick asks a special favor of you before taking his leave.

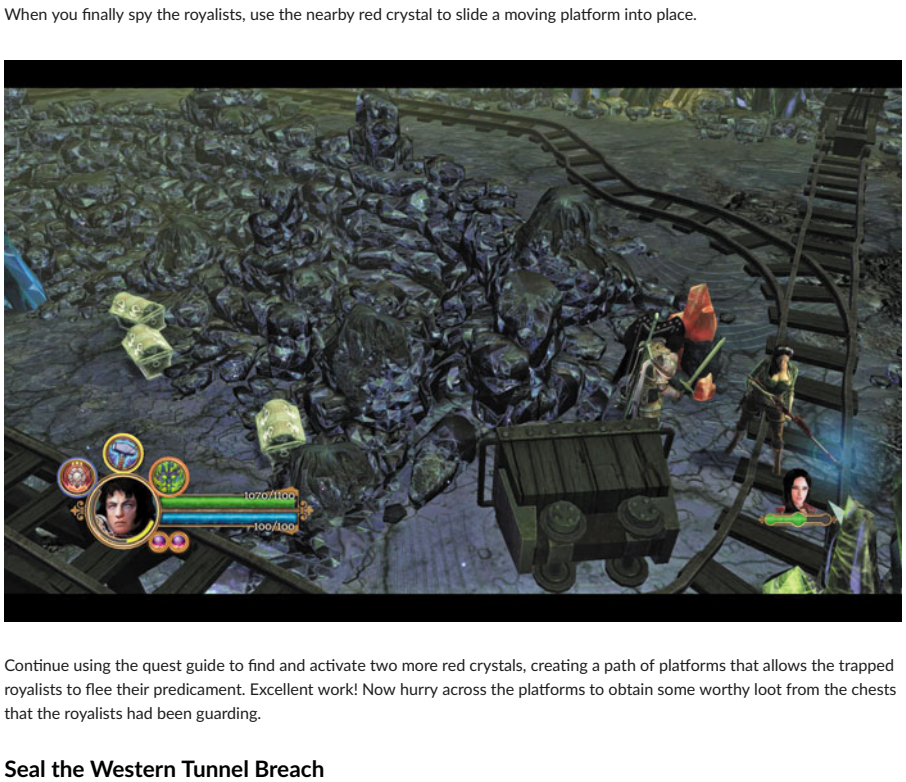
Find the Trapped Royalists

Some of Roderick's men are trapped in a storage chamber near the incinerator pit, and they are under attack by the enemy. Roderick has asked you to help them if you can.



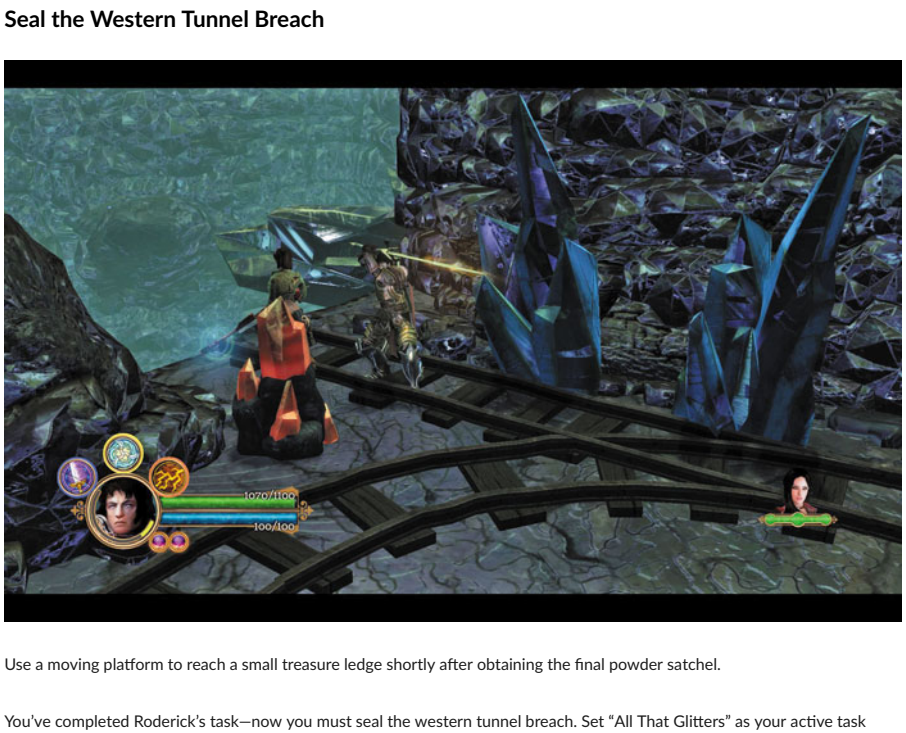
Beware: Angry cyclopses patrol the Western Mining Tunnels!

After speaking with Roderick, set his "Building Bridges" side quest as your active task and then use the quest guide to track down your objective. Grab the first two explosive powder satchels off of corpses along the way, and keep an eye out for treasure chests. Don't explore too far south—follow the quest guide north instead to locate the trapped royalists you seek. When you finally spy the royalists, use the nearby red crystal to slide a moving platform into place.



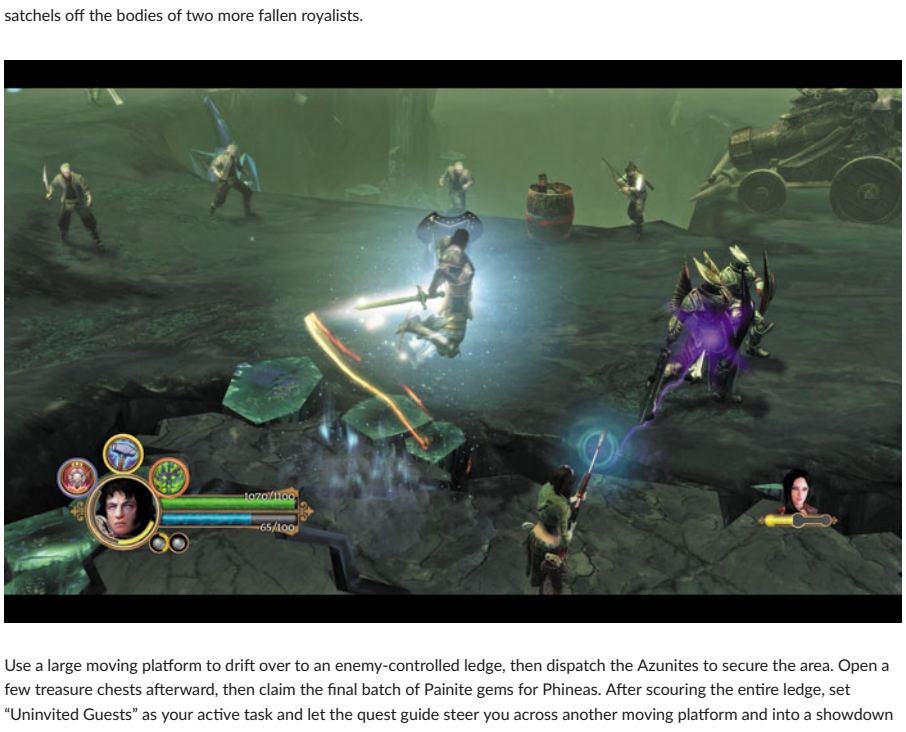
Continue using the quest guide to find and activate two more red crystals, creating a path of platforms that allows the trapped royalists to flee their predicament. Excellent work! Now hurry across the platforms to obtain some worthy loot from the chests that the royalists had been guarding.

Seal the Western Tunnel Breach



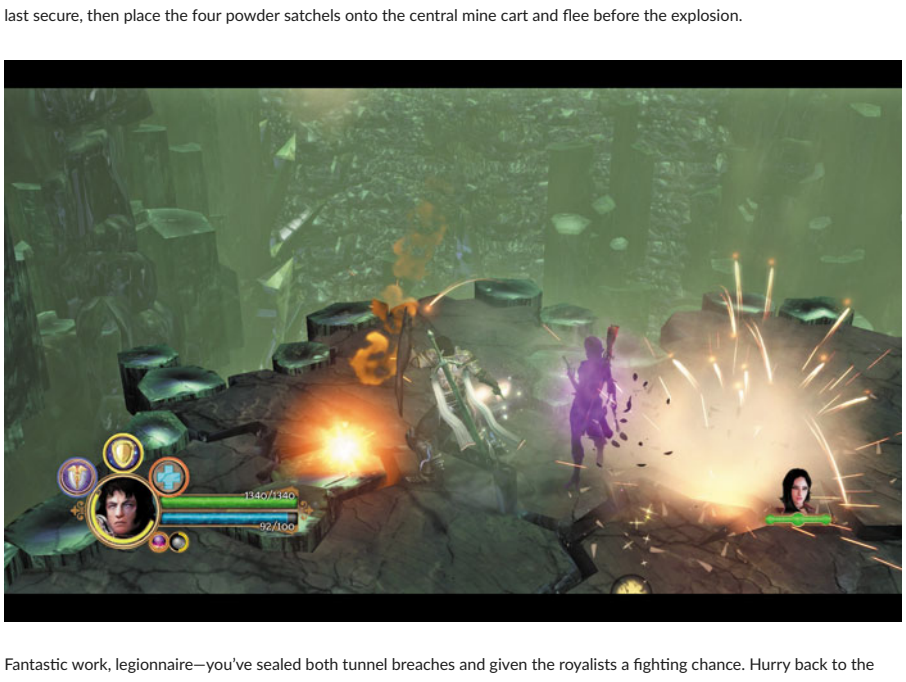
Use a moving platform to reach a small treasure ledge shortly after obtaining the final powder satchel.

You've completed Roderick's task—now you must seal the western tunnel breach. Set "All That Glitters" as your active task and make your way toward the final crop of Painite gemstones. On your way, collect the third and fourth powder satchels off the bodies of two more fallen royalists.



Use a large moving platform to drift over to an enemy-controlled ledge, then dispatch the Azunites to secure the area. Open a few treasure chests afterward, then claim the final batch of Painite gems for Phineas. After scouring the entire ledge, set "Uninvited Guests" as your active task and let the quest guide steer you across another moving platform and into a showdown against another formidable Azunite Lieutenant.

Again, avoid the Azunite Lieutenant's searing aura as you fight to secure the area. Open the nearby chest when the site is at last secure, then place the four powder satchels onto the central mine cart and flee before the explosion.

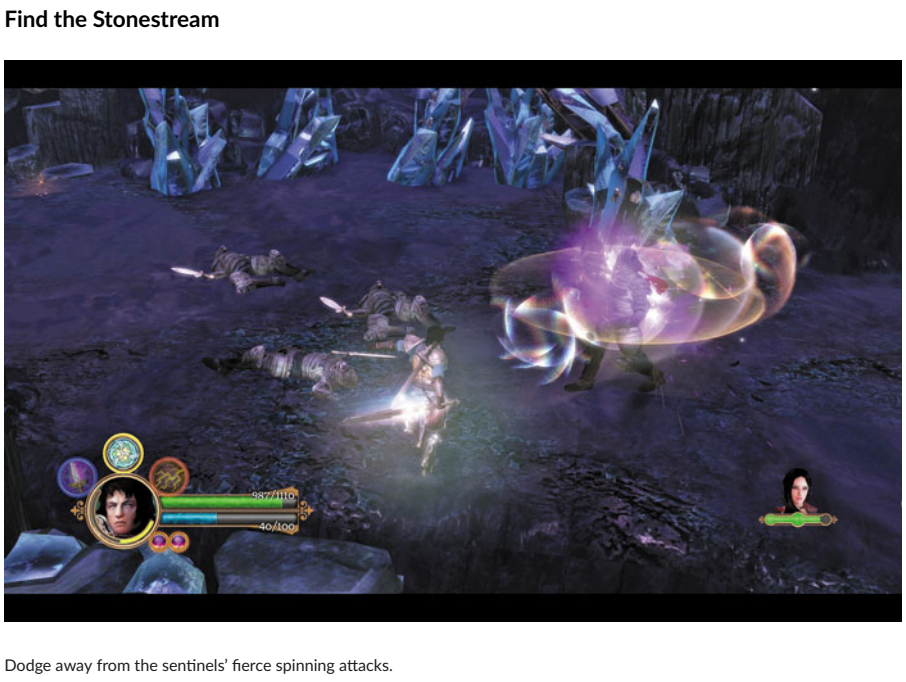


Fantastic work, legionnaire—you've sealed both tunnel breaches and given the royalists a fighting chance. Hurry back to the Tumbledown Court, dodging enemy cannon fire and slaughtering many more Azunites along the way. Talk to Phineas to complete his side quest and receive a unique artifact in payment, then trade with Bartholomew to unload all unwanted gear before speaking to the queen to inform her of your success.

Lord Devonsey's Trap

Queen Roslyn is pleased to hear of your success, but the Azunites threaten the mines still—Jeyne Kassynder herself is leading an effort to breach the bottom of the Deep Well. Lord Devonsey sees this as an opportunity, however: If the Stonestream can be deactivated, combustible vapors will quickly build up at the well's bottom, setting the stage for an explosive trap. Devonsey asks you to escort Phineas to the top of the well, where the scholar should be able to deactivate the Stonestream through the use of geomancy. After hearing Lord Devonsey's scheme, gain Influence with Lucas by saying that the plan is "not very honorable," or gain Influence with Anjali instead by saying that "it'll save lives." Or, if Katarina is by your side, gain Influence with her by saying that "it's a risk."

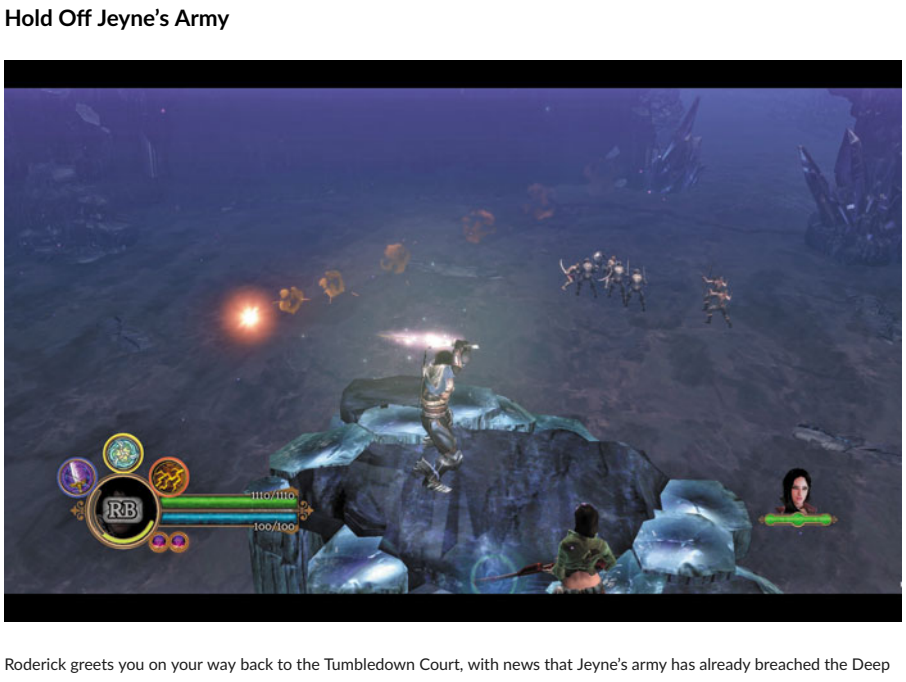
Find the Stonestream



Dodge away from the sentinels' fierce spinning attacks.

Hurry back to the Deep Well and step onto the platform that Phineas lowers for you. The platform lifts you up to a path you couldn't reach before, and Phineas hurries off to begin his work on the Stonestream. Protect the scholar from the many hostile sentinels that begin to materialize—these enemies come in greater and greater numbers as Phineas does his work. Just keep fighting until Phineas at last manages to shut down the Stonestream.

Hold Off Jeyne's Army

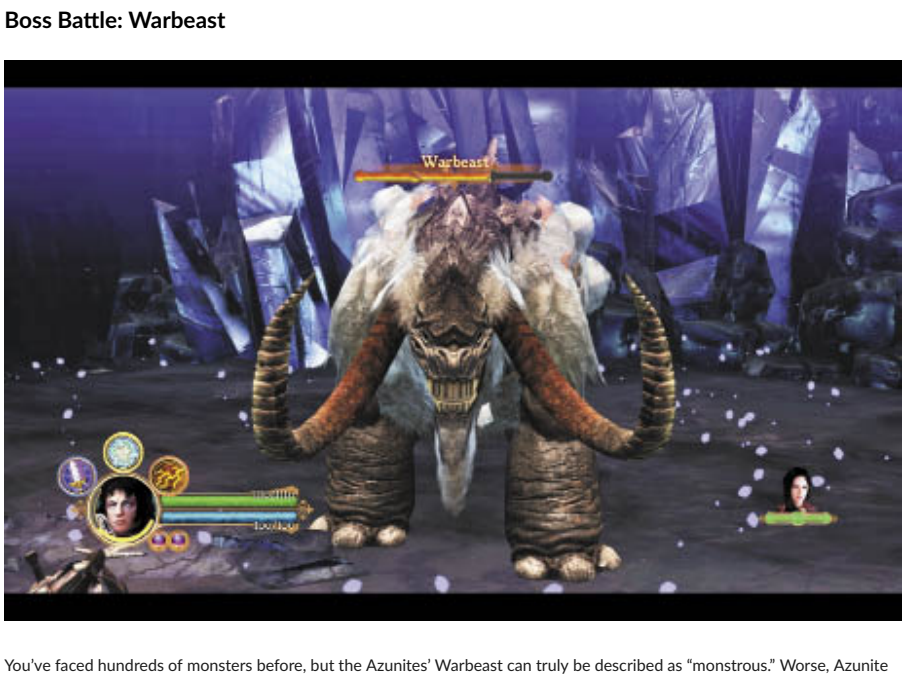


Roderick greets you on your way back to the Tumbledown Court, with news that Jeyne's army has already breached the Deep Well. Roderick asks you to hurry and confront the Azunites while he and his men ready explosives for Devonsey's trap. Make your way to the base of the Deep Well, then use the platform that Lord Devonsey activates to reach the bottom. Slaughter the Azunite forces that swarm the well to buy time for Roderick's men.

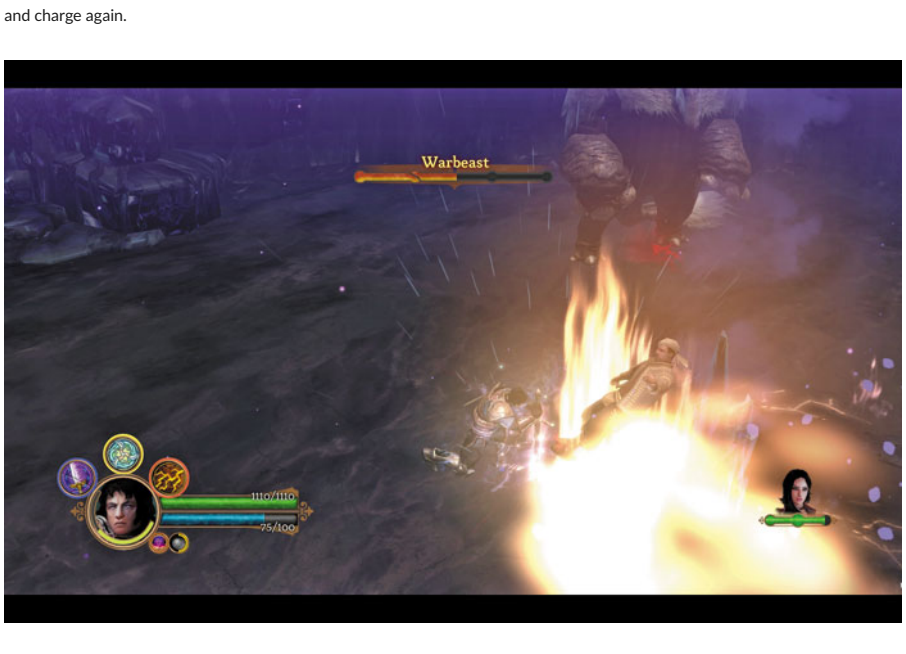
Jeyne Kassynder

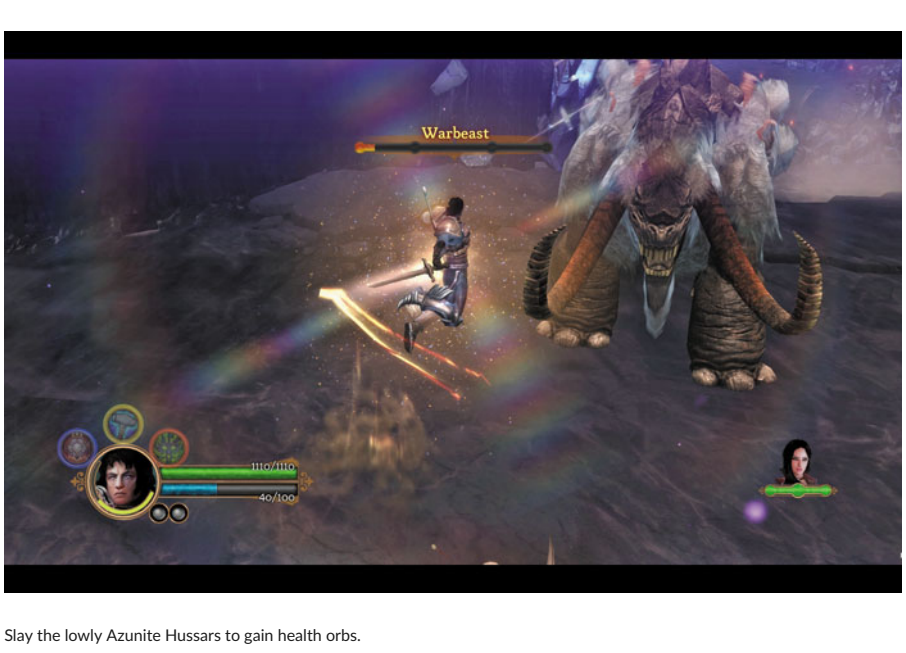
Having witnessed your valor, the Azunites' ruthless leader, Jeyne Kassynder, unexpectedly stops the battle to parley with you. If you spared Rajani's life back in Raven's Rill, then the archon stands by Jeyne's side and speaks on your behalf—if you killed Rajani, an indifferent archon named Saraya stands in her stead. The uneasy dialogue brings many things to light: you discover that Jeyne's father was actually the former king, who was murdered long ago by the Legion's former Grand Master, Hugh Montbarron. This means that Queen Roslyn is actually Jeyne's niece, which helps explain Jeyne's long-standing war against the crown. Jeyne also reveals that her mother was an archon, which explains Jeyne's obvious power. After hearing of your nemesis, gain Influence with Lucas or Reinhart by telling Jeyne that you "believe her," or gain Influence with Anjali or Katarina by saying that she's "lying." Regardless of what you say to Jeyne, the Azunite leader flatly rejects all notion of forming a truce and quickly ends the parley as suddenly as she began it.

Boss Battle: Warbeast



You've faced hundreds of monsters before, but the Azunites' Warbeast can truly be described as "monstrous." Worse, Azunite warriors enjoy harassing you throughout the battle. The enormous Warbeast regularly charges across the area, dealing massive damage to anything it strikes—if nothing else, make certain to dodge this brutal advance. Ranged attacks are your best option against the Warbeast, while Lucas can use his Blade Dash or Heroic Charge to quickly close in. Pile on damage after each charge, attacking the Warbeast from the side to keep out of harm's way. Flee when the monster rears up to slam the ground and charge again.



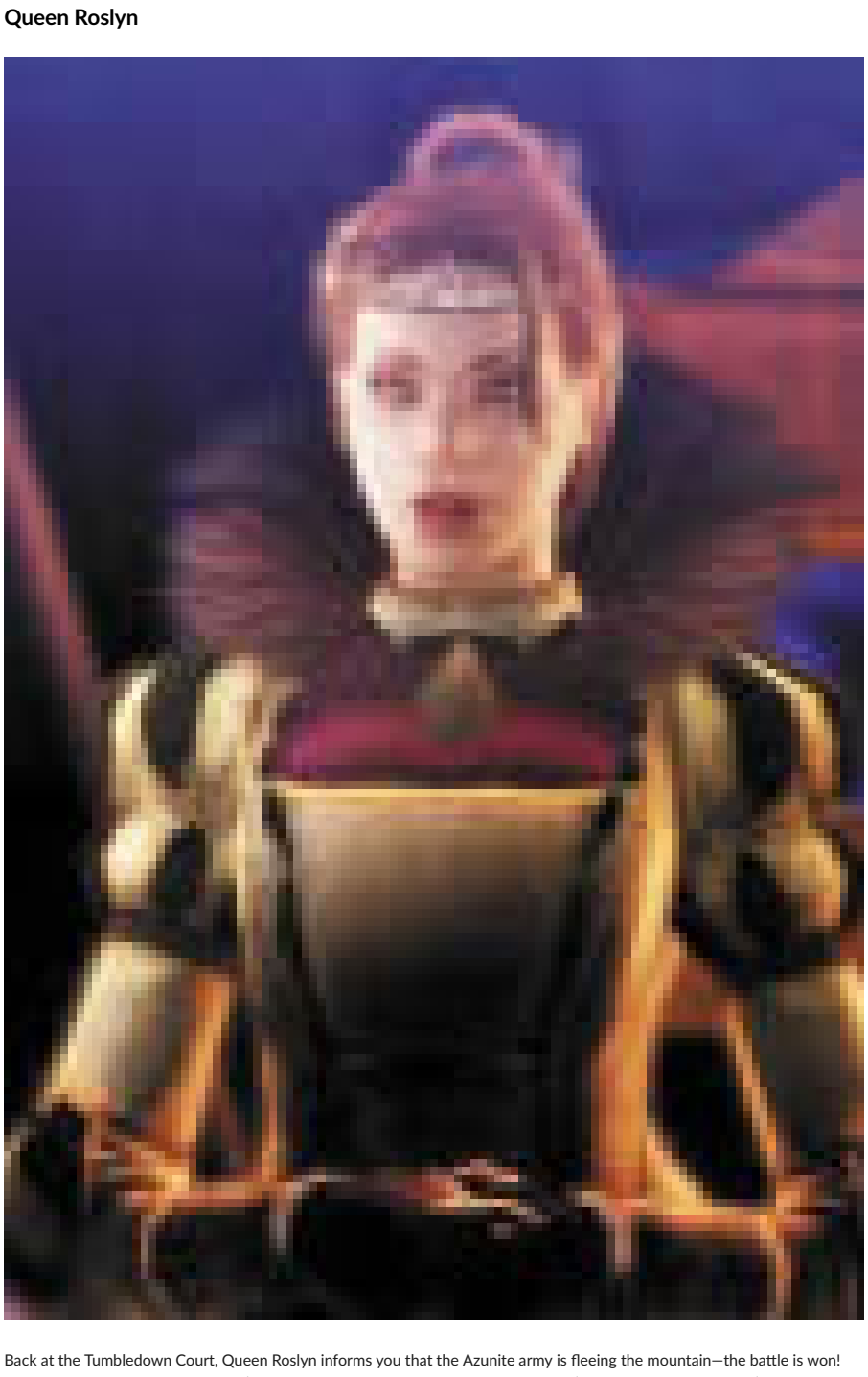


Slay the lowly Azunite Hussars to gain health orbs.

Note

You automatically gain Influence with your active companion upon felling the mighty Warbeast. The Influence gained is twice the normal amount.

Queen Roslyn

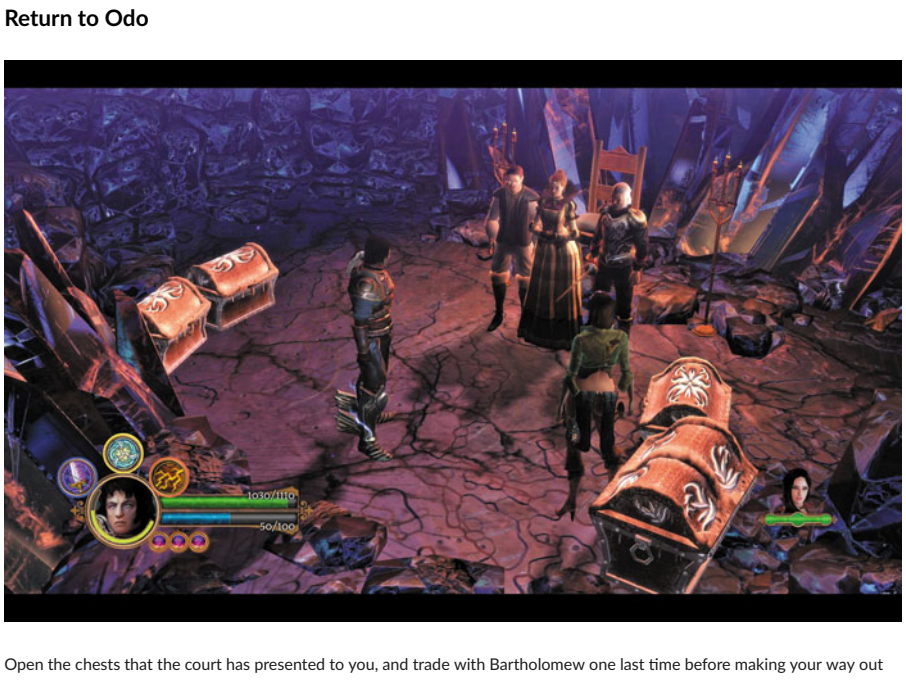


Back at the Tumbledown Court, Queen Roslyn informs you that the Azunite army is fleeing the mountain—the battle is won! When informed of Jeyne Kassynder's true identity, Lord Devonsey suspects that you've been told of the Legion's role in her grandfather's murder—respond by saying "tell me the truth" to gain Influence with Lucas, or say "I don't believe her" to gain Influence with Anjali. Saying "it doesn't matter" gains you Influence with Reinhart if he's by your side, but no Influence can be gained with Katarina. Devonsey then reveals that the old king was a cruel leader, and was taking measures to disband the Legion—that is why Hugh Montbarron was forced to act against the crown so many years ago. Queen Roslyn is shocked to learn of her relationship to her mortal enemy, but this news helps her perceive Jeyne's motives more clearly. Roslyn asks that you spare Jeyne's life if your paths ever cross again—tell the queen "no, I won't" to gain Influence with Lucas or Anjali, or say "yes, I'll try" to gain Influence with Reinhart or Katarina. No matter your response, the dialogue ends with the royalists pledging their loyalty to the Legion—a resounding success!

Deed Gained—
Royalist Ally - Stamina +5

You have shown unwavering support to the crown.

Return to Odo

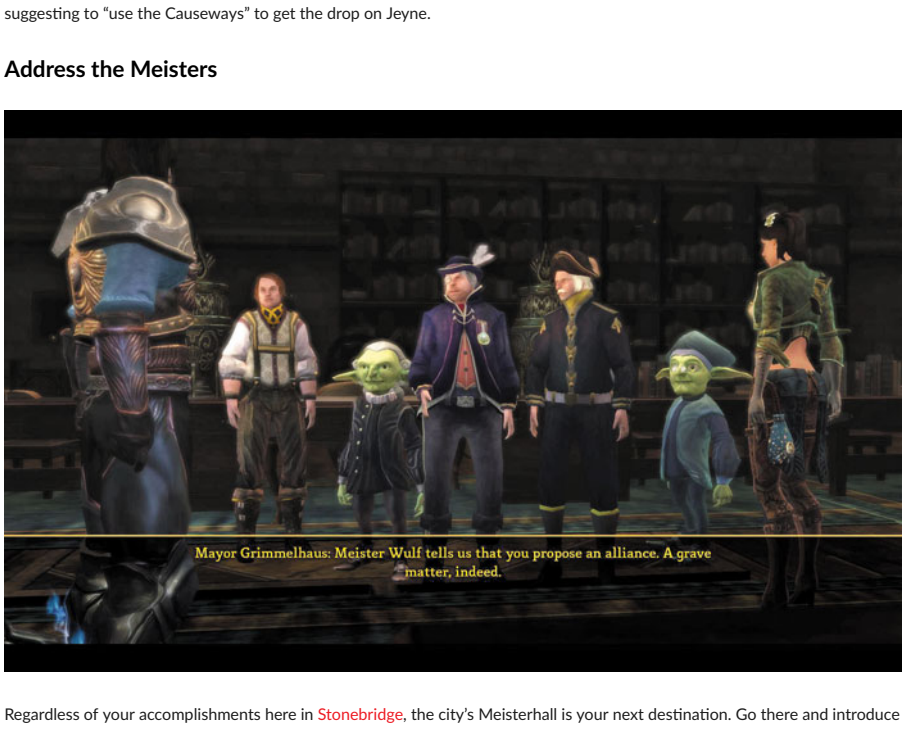


Open the chests that the court has presented to you, and trade with Bartholomew one last time before making your way out of the Tumbledown Court. Roderick greets you just outside the throne room and offers to escort you back to the Causeway gate atop Frostspire Mountain. Accept his generous offer and step through the shimmering gateway when you arrive, then make your way back to the Grand Chapterhouse in Stonebridge.

The Venerable Odo

Your friends Odo and Marten Guiscard have heard news of battle in the mountains and can scarcely believe your tales of victory over the teeming Azunites. Odo is even more thrilled to learn of your newfound alliance with the royalists—such noble support is certain to carry weight with the good people of Ehb. When Odo asks if you believe Queen Roslyn is worthy of the crown, you can gain Influence with Lucas by saying that "time will tell," or with Anjali by saying, "no, she's weak." You can also gain Influence with Reinhart by saying "yes, she is." Odo then recommends that you strike while Jeyne is still reeling from her loss at Glitterdelve—gain more Influence with Lucas by saying that you'll "need an army" to take on Jeyne, or gain additional Influence with Reinhart by recommending that you try to "negotiate." You can also gain some Influence with Katarina by suggesting to "use the Causeways" to get the drop on Jeyne.

Address the Meisters


Mayor Grimmelhaus: Meister Wulf tells us that you propose an alliance. A grave matter, indeed.

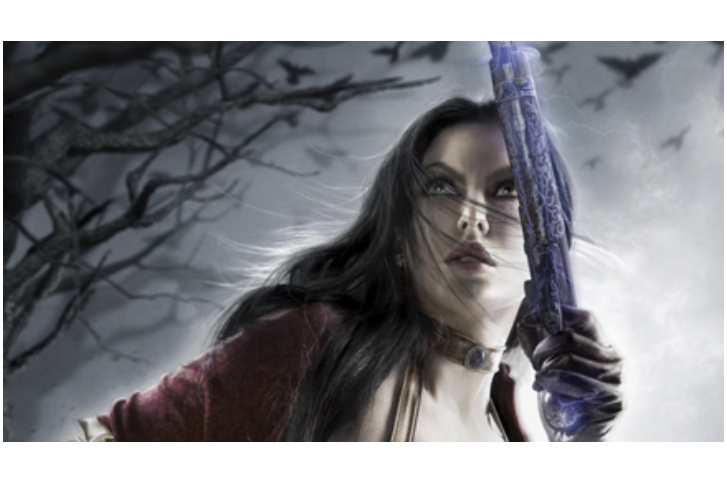
Regardless of your accomplishments here in Stonebridge, the city's Meisterhall is your next destination. Go there and introduce yourself to the meisters if you haven't done so already, and see the walkthrough chapter "Stonebridge" for information on their many quests. Or, if you've already earned the meisters' support, simply speak with the merchant lords once more to enlist the aid of Stonebridge's mighty automaton army—for the time has finally come to march on Jeyne's stronghold!

Tip

Trade with Stonebridge's many merchants before setting out to confront Jeyne Kassynder—you won't be returning to the city

Chapter Eight

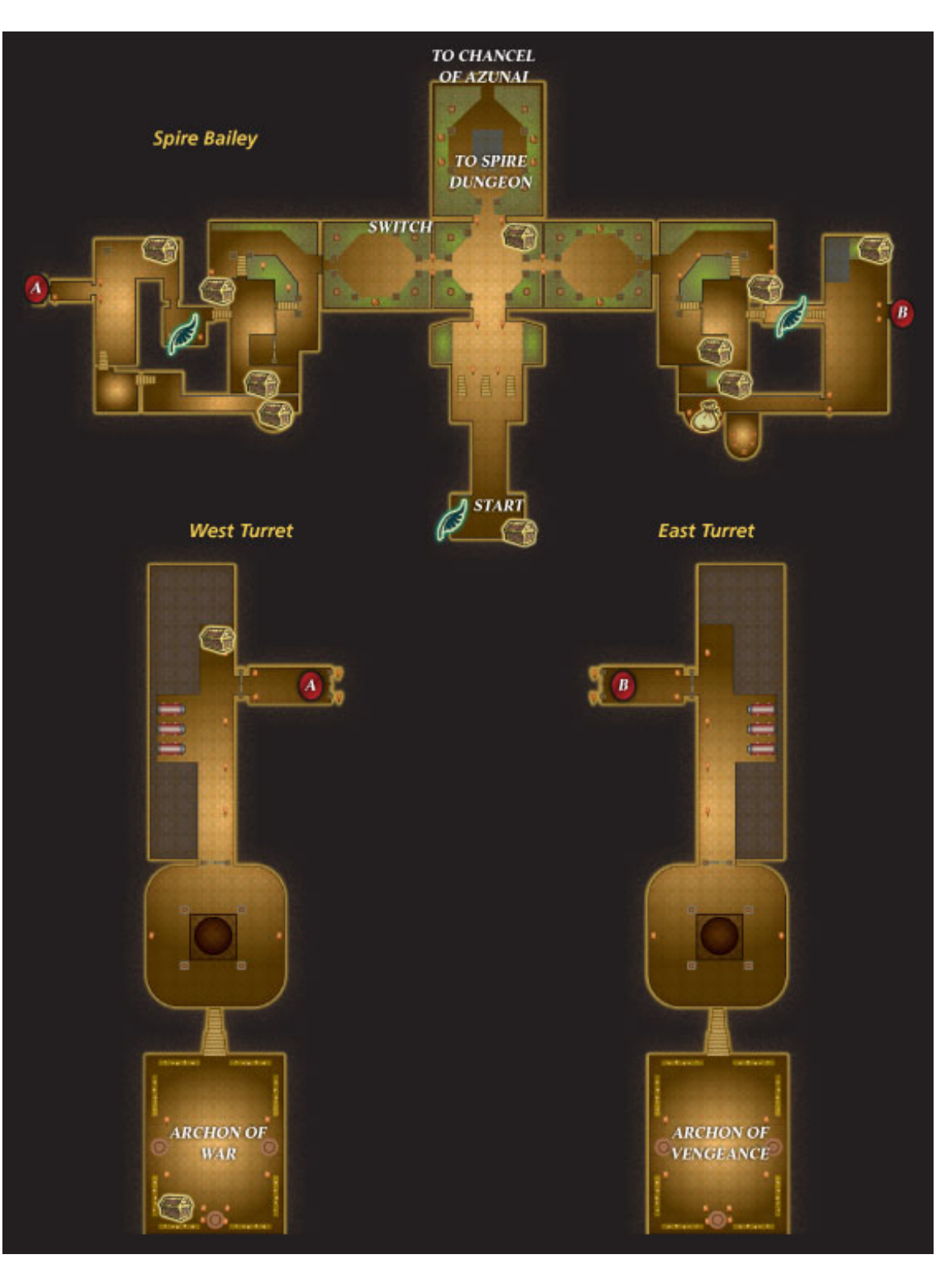
The Spire



Chapter 8: The Spire

Victory is at hand! Having secured the allegiance of Queen Roslyn and the powerful meisters of Stonebridge, the 10th Legion has once again been restored to its rightful status; the legionnaires are champions and lawbringers of Ehb. The Azunites, who until only recently seemed an unstoppable foe, now find themselves on the defensive as the vast automaton armies of Stonebridge march on Aegis Bay—an Azunite-controlled town at the foot of Jeyne Kassynder's imposing mountain stronghold, the Spire. As the tireless automatons clash with Jeyne's armies at the mountain's base, legionnaires move to infiltrate Jeyne's fortress and confront their fanatical adversary one last time.

Spire Bailey



Enter the Spire

A forgotten mountain path has brought you to the Spire's outer wall—you must now find some way inside the stronghold. Open the nearby chest and save your progress before venturing north to encounter two of Jeyne Kassynder's most trusted allies.

Saraya and Rajani

If you chose to spare Rajani's life back in Upper Raven's Rill, the archon now confronts you, along with another high-ranking archon in Jeyne's army named Saraya. If Rajani is present, gain Influence with Reinhart by asking "What do you want?" or say "Get out of the way" to earn Influence with Katarina instead. On the other hand, if you chose to kill Rajani before, accuse Saraya of "lying" to gain Influence with Anjali, along with some keen insight into your archon companion's mysterious past.

Surprisingly, Saraya and Rajani haven't come to fight—they've come to express misgivings about their leader's recent actions. The archons believe that Jeyne has lost her mind—question them to learn of Jeyne's true motives and beliefs. The archons then beg you to spare Jeyne's life—in exchange, they're willing to withdraw from the battle and provide information about the Spire. If Rajani lives, tell the archons that you "won't spare Jeyne" to gain Influence with Lucas or Anjali, or say "agreed—no killing" to earn Influence with Reinhart and also gain some insight as to what lies ahead in the Spire.

Explore the Courtyards

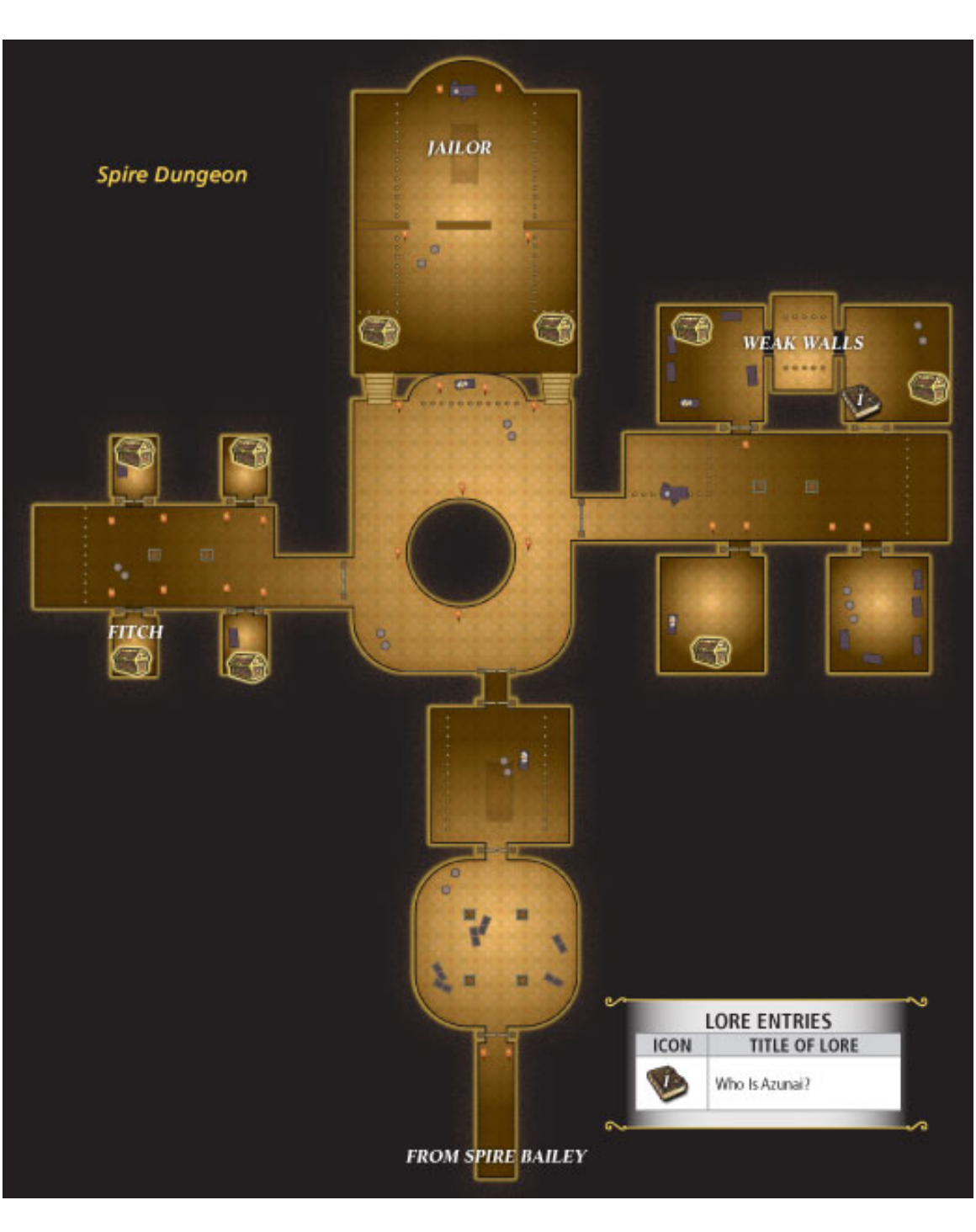
You've learned that two powerful archon gatekeepers must be defeated to unseal the Spire's entry gate. Each archon resides within a tower—one to the east, and the other to the west. Open the nearby gate and lay waste to the swarm of Azunite troops in the courtyard that follows. Smash the large vases to discover random loot, and open two treasure chests before pulling the central lever to open the north gate. The east and west gates are locked, so proceed north.

Dispatch more Azunite zealots to secure the north courtyard, then pull another lever here to unlock the east and west gates back in the previous yard. You can't enter the north courtyard's central structure, but inspecting its door grants you a new side quest. The courtyard's north gate is locked as well.

Side Quest: Dungeon Siege

Open the Door to the Dungeon

You have discovered the entrance to a dungeon, underneath the Bailey garden. The doorway is carved into the base of a stone centerpiece in the middle of the garden.



Return to the south courtyard and pass through the now-open west gate. Eliminate more Azunites in the west courtyard, then locate and step onto a golden pressure switch in the yard's corner to open the doors to the north courtyard's central structure.

Explore the Dungeon

Backtrack to the north courtyard and enter the central structure. Descend a long staircase and pull a few levers to visit a dungeon filled with aggressive Azunites, including those dangerous Azunite soldiers. Secure the first cell block, then speak with a nearby imprisoned man.

Fitch

The imprisoned man's name is Fitch, and he begs for you to release him. Question Fitch to learn that he's actually a smuggler. The desperate man then offers to sell you his ill-gotten merchandise for a hefty discount if you'll set him free. However, with Fitch's goods being stored inside the Spire, you could simply leave Fitch to rot and take his ill-gotten loot for yourself, free of charge. The choice is yours, but Fitch puts forth that the master cell key is carried by the Azunite Jailor, who lingers at the north end of the cell block.

Find the Jailor's Key

You can't open any of the dungeon's cells without the Azunite Jailor's key, and many cells contain treasure—reason enough to confront the key's keeper, even if you couldn't care less about poor Fitch. Slay more Azunite troops on your way up the north steps, looting a couple of chests as you go. Then battle the Jailor in the far north block—he's akin to an Azunite soldier, only more aggressive and resilient. Evade the Jailor's predictable attacks and counter with your most powerful abilities.

Release the Noble Prisoners

Destroy the weak wall in the east block's northwest cell to access the sealed northeast cell—there you'll discover a unique vambrace for Lucas and a new lore entry.

Time to open some cells. Slay the Azunite soldiers that guard the east block, then open each cell to release a number of innocent nobles who've been imprisoned by Jeyne. Release all of the nobles to complete an objective and receive a special Deed. Be sure to scour each cell for treasure.

Deed Gained—
Liberator - *Agility +5*

You freed all the prisoners in the Spire Dungeon.

Decide Fitch's Fate

To complete this side quest, you must return to Fitch and determine his fate. When Fitch asks if you've found the keys, respond by saying "yes" to free him—this will result in you encountering Fitch later in the adventure as a merchant who offers a host of unique artifacts at a steep discount. If Reinhart is by your side, you will also gain Influence with him by setting Fitch free. On the other hand, telling Fitch "I changed my mind" dooms the smuggler to remain in prison but also allows you to open a special treasure chest later in the adventure that contains a number of unique artifacts as well—albeit far fewer than the array of one-of-a-kind items that Fitch can sell you. The choice is yours, legionnaire—whatever you decide, be sure to loot the west block's cells afterward.

Tip

Check the appendix to see exactly what Fitch offers at his shop and what you can obtain from his treasure chest if you decide to let him rot.

Slay the Archon Gatekeepers

After you've finished sieging the Spire Dungeon, make your way back to the surface and follow the quest guide into the nearest archon gatekeeper's tower. Be prepared to face strong resistance in the towers, for both are defended by numerous Azunite soldiers, priests, and formidable archon handmaids. Dodge often as you whittle away at these resilient adversaries, and try to dispatch the priests first to nullify their deadly spells.

Gavril

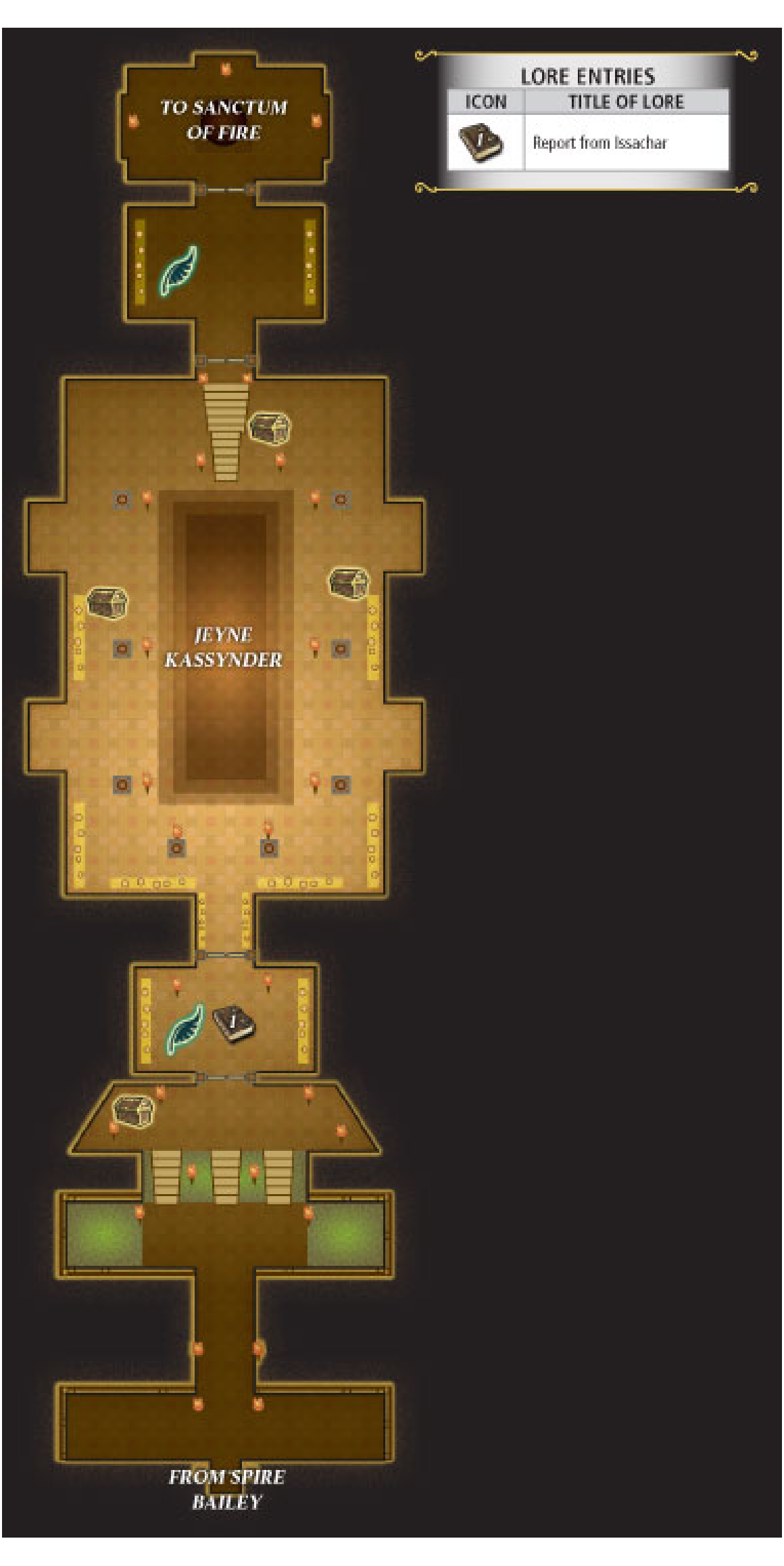
Search the east tower thoroughly to meet a man named Gavril, who is making ready to flee the Spire. Gavril is in need of gold for his journey, so he's willing to sell you some precious stolen gear at a hefty discount—including a couple of unique artifacts. Take a moment to trade with Gavril—you'll both profit from the exchange.

Fight onward through each tower, searching every nook and cranny for treasure until you come to a giant lift. Pull the lift's lever to ascend to the top of the tower, where the archon gatekeeper awaits. Scale both towers and defeat both gatekeepers to unseal the courtyard's north gate.

Boss Battles: Archon of War/Archon of Vengeance

Both archon gatekeepers fight like the Legion's own archon, Anjali—each uses a melee weapon and can unleash various fire-based abilities. The Archon of War can perform Anjali's powerful Spinning Kick ability, while the Archon of Vengeance prefers to call upon Pillar of Fire. Skirt the archons' melee blows and counter with fast strikes and abilities each time they miss. Don't get greedy for damage—be ready to dodge after landing just a few blows. Fight smart to wear down and eventually dispatch these worthy adversaries.

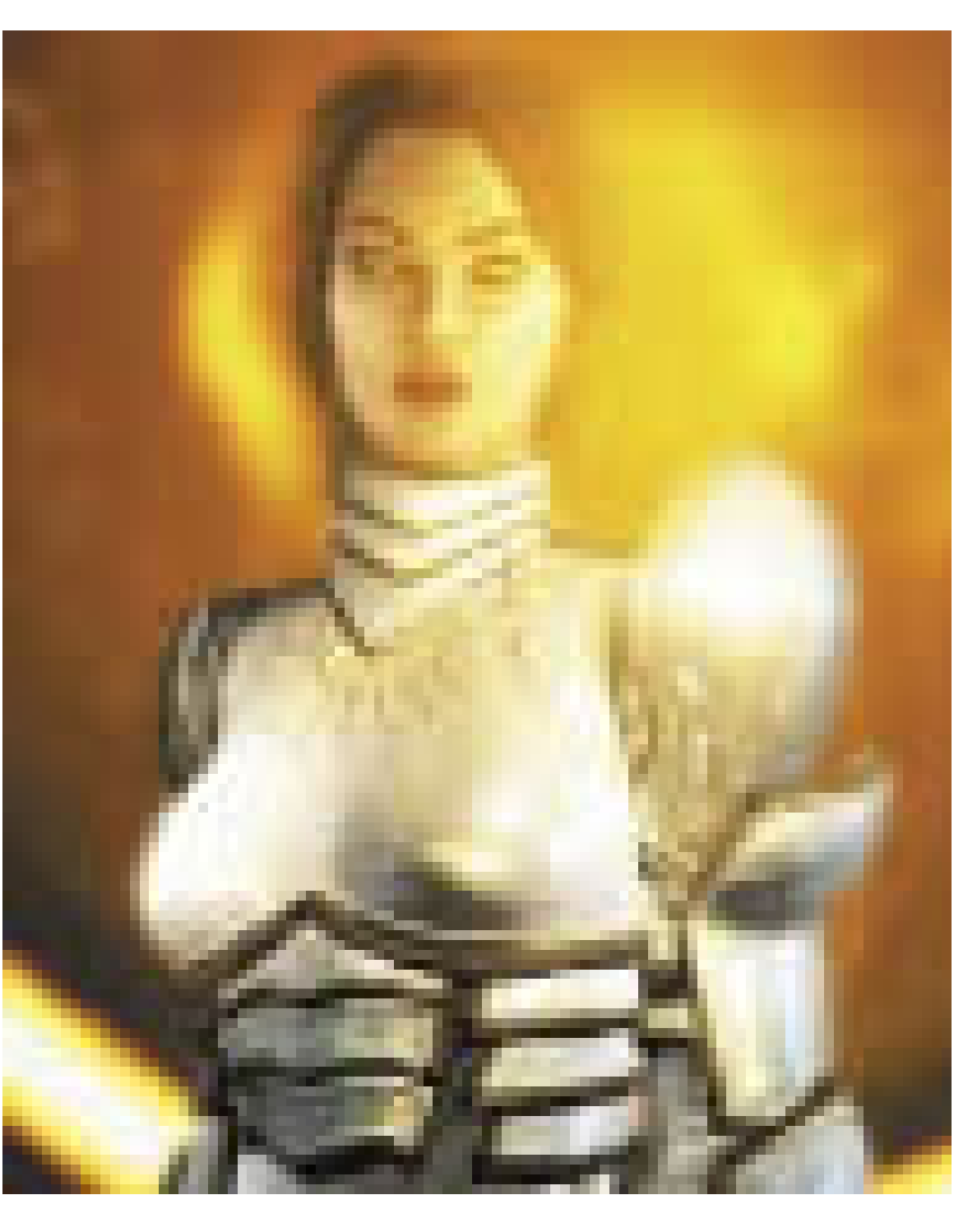
Chancel of Azunai



Face Jeyne Kassynder in the Chancel

Make your way back to the central courtyard, then head north to reach the chancel. Continue north to reach a quiet, candlelit chamber with a save beacon. Collect a lore entry by examining the note on the floor, then save your progress before venturing north to confront the Legion's greatest enemy.

Jeyne Kassynder



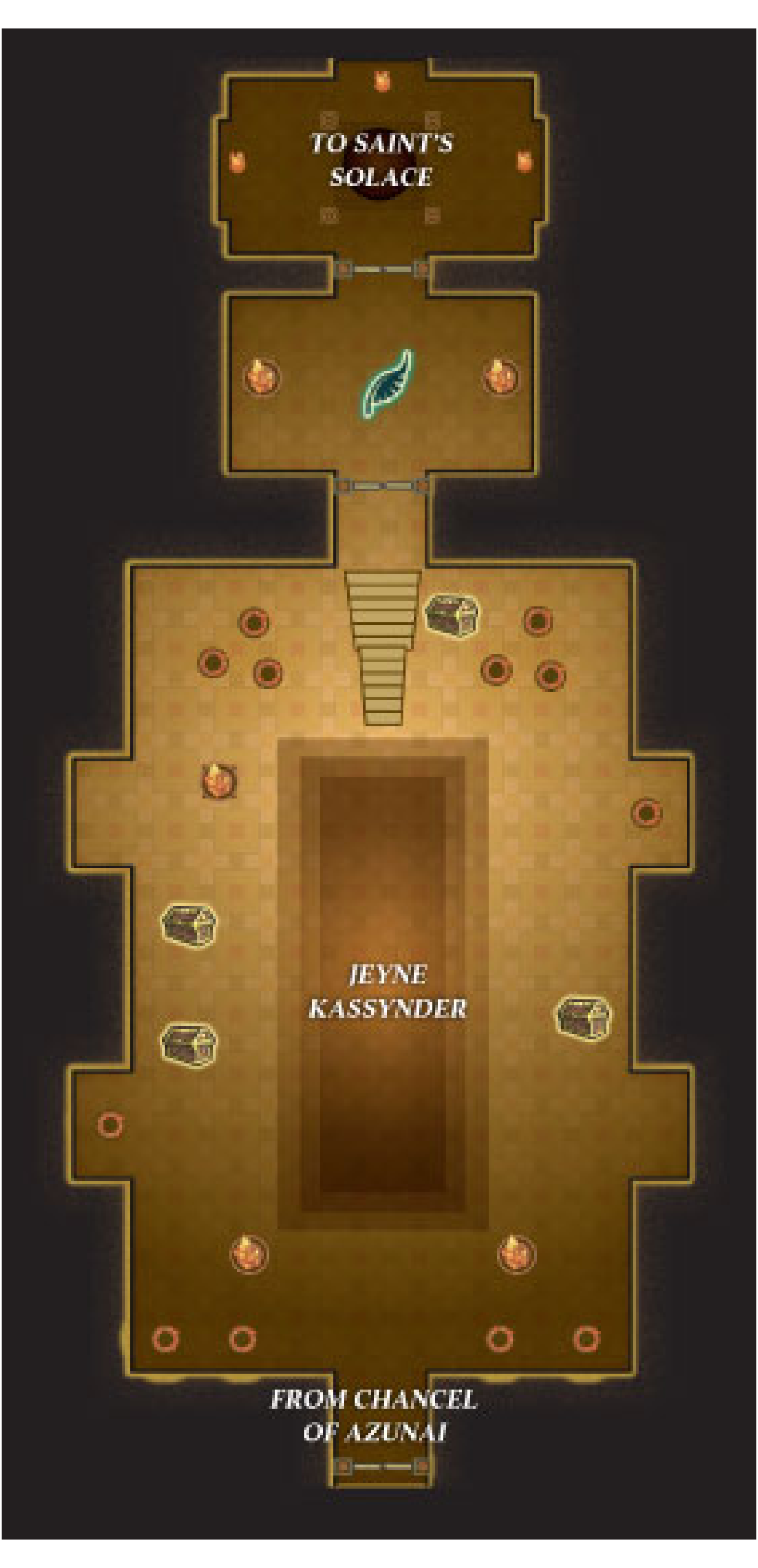
The AzuJeyne saysnites' master awaits you in a wide chamber—the perfect place for battle. When that nothing about the Legion has changed in 30 years, respond by saying "We have unfinished business" to gain Influence with Anjali, or tell Jeyne to "surrender" to earn Influence with Reinhart. Or, choose to be flippant and tell Jeyne "I could say the same about you," to gain Influence with Katarina. No matter what you say to Jeyne, the dialogue quickly ends, and a challenging battle begins.

Boss Battle: Jeyne Kassynder I

Slaughter the weaker Azunite troops to obtain Health and Focus Orbs.

Jeyne remains surrounded by an impenetrable force field throughout this battle. From her position of safety, Jeyne summons a host of Azunites to assault you, including armored soldiers and a dangerous Cyclops Brute. Eliminating the Cyclops Brute prompts another one to spawn in, and dispatching the second Cyclops Brute forces Jeyne's archon bodyguard, Chakti, to enter the fray. Slaughter Chakti to at last convince Jeyne to flee the scene, and be sure to collect the one-of-a-kind staff that Chakti leaves behind.

Sanctum of Fire



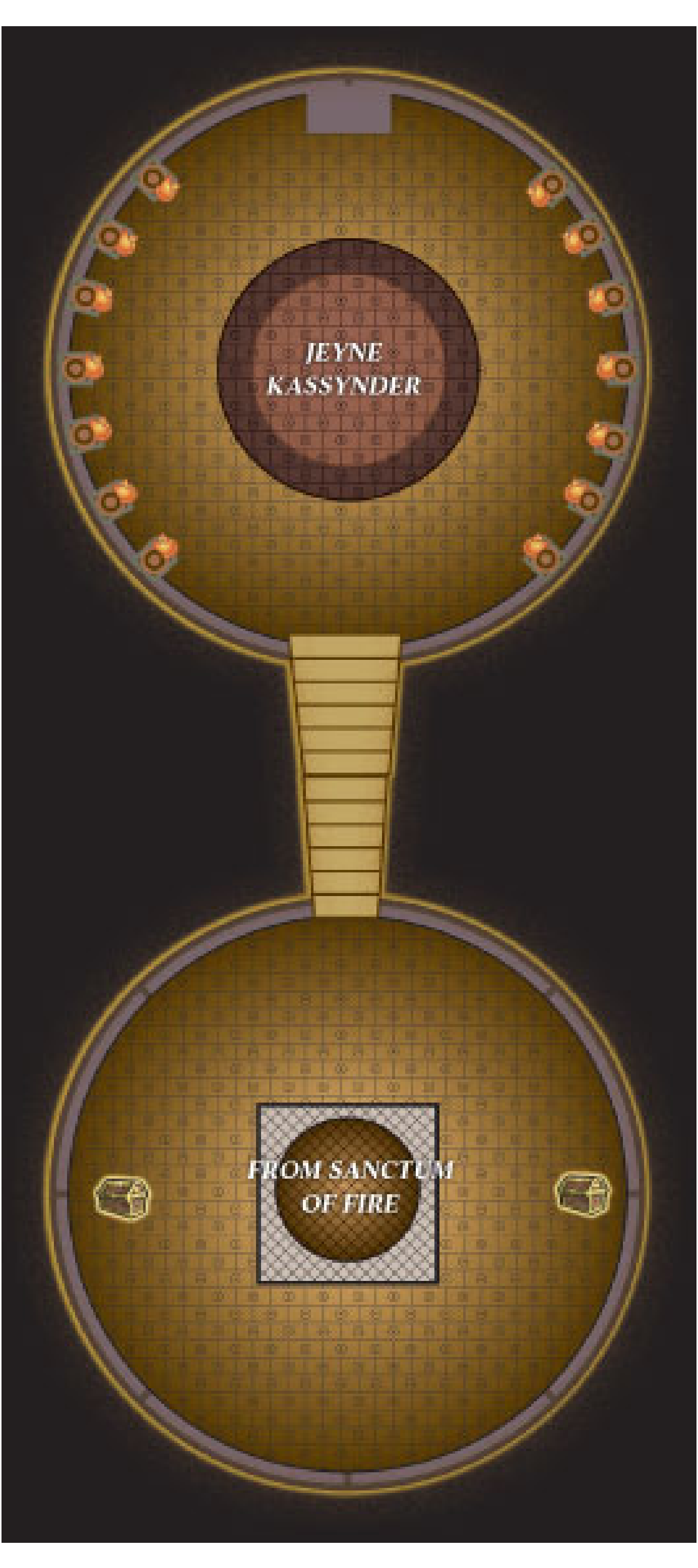
Face Jeyne Kassynder in the Sanctum

Jeyne has withdrawn deeper into her fortress—you must give chase! Pursue her northward, saving your progress at a beacon before riding a giant lift up to a higher level of the Spire.

Boss Battle: Jeyne Kassynder II

Having met up with two of her archon handmaidens, Jeyne gains the courage to stand her ground and battle you once again in the Sanctum of Fire. Avoid Jeyne's powerful spells and focus on slaying each of her handmaidens—they're easier to defeat than Jeyne, who again flees after you dispatch both of her bodyguards. Collect the unique clasp that one of the handmaidens drops after the battle.

Saint's Solace



Defeat Jeyne Kassynder

Again, make your way north to discover a second lift at the end of the Sanctum of Fire. This one brings you all the way up to the Spire's roof, a place known as Saint's Solace. There's no place left for Jeyne to run now.

Armand du Blanc

Boss Battle: Jeyne Kassynder III

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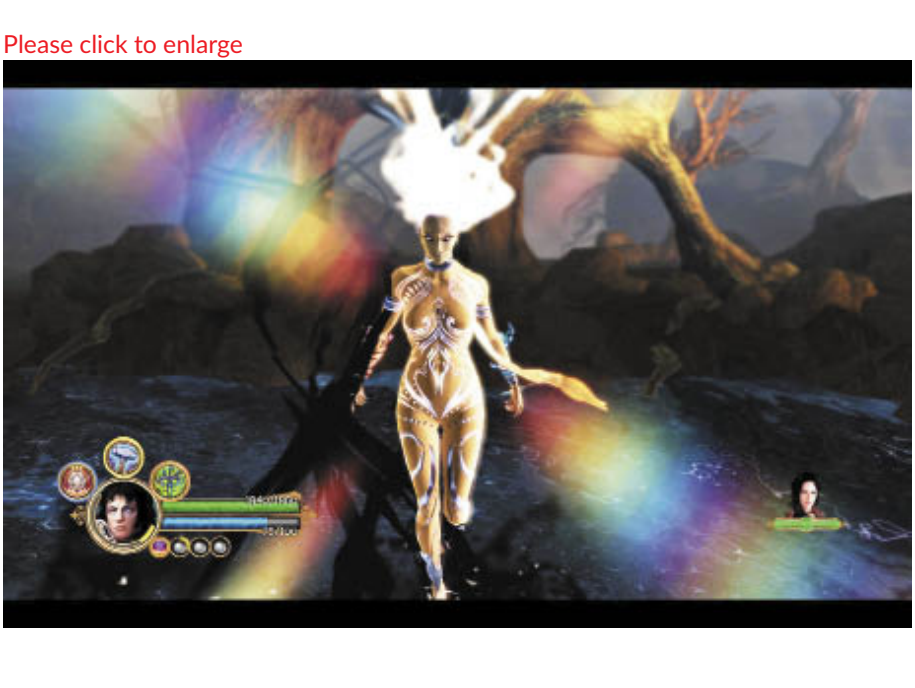

This is an incredibly challenging battle—one of the most difficult in the game. Though Jeyne has no troops to support her, she applies relentless pressure, instantly teleporting into striking distance and unleashing a broad spectrum of devastating attacks and spells. Dodge Jeyne's aggressive advances, but don't let her bully you—strike back and punish Jeyne each time she misses. Keep all of your defensive skills active throughout the battle, and use the empowered versions of these abilities (if you've mastered them) to extend their benefits to your companion.

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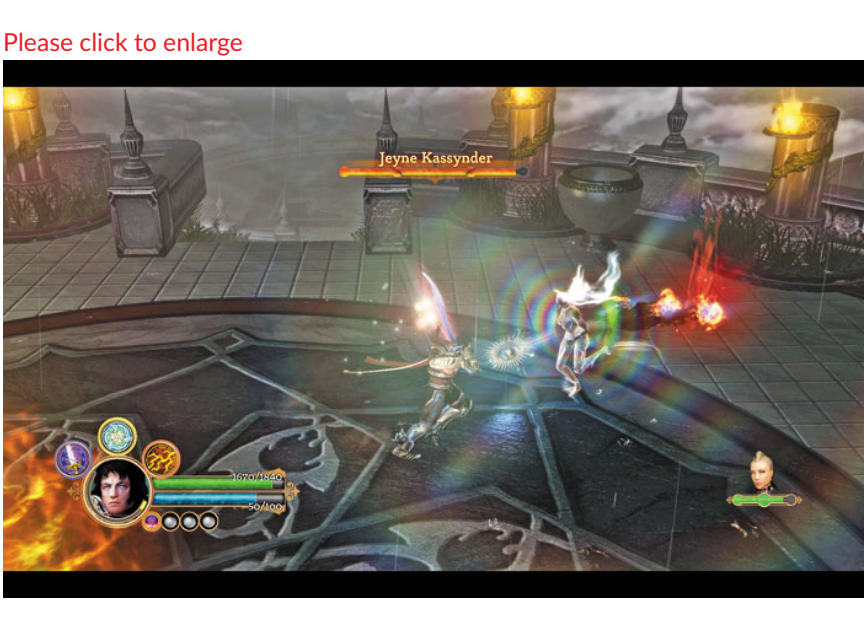
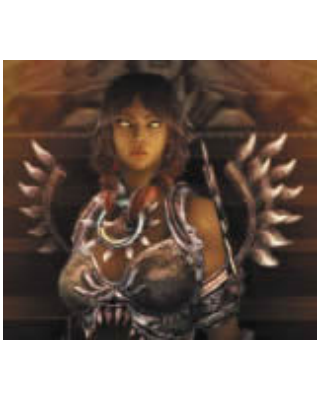


Be quick to revive a fallen companion—you don't want to draw all of Jeyne's ire.

Rajani Returns



By some mysterious power, Jeyne manages to vanish in a flash of blue light, escaping the Legion's justice yet again. Marten Guiscard then appears; Rajani joins him, provided you spared her life back in Raven's Rill. It seems that Stonebridge's automaton army has won the day—Jeyne's army has scattered, leaving the Spire defenseless. Rajani imparts troubling news, however; she believes that Jeyne is headed into the Mournweald, where an ancient power is said to exist. Rajani suspects that Jeyne seeks to use this power to revive her fallen sisters and amass a vast archon army.

Return to the Rukkenvahl

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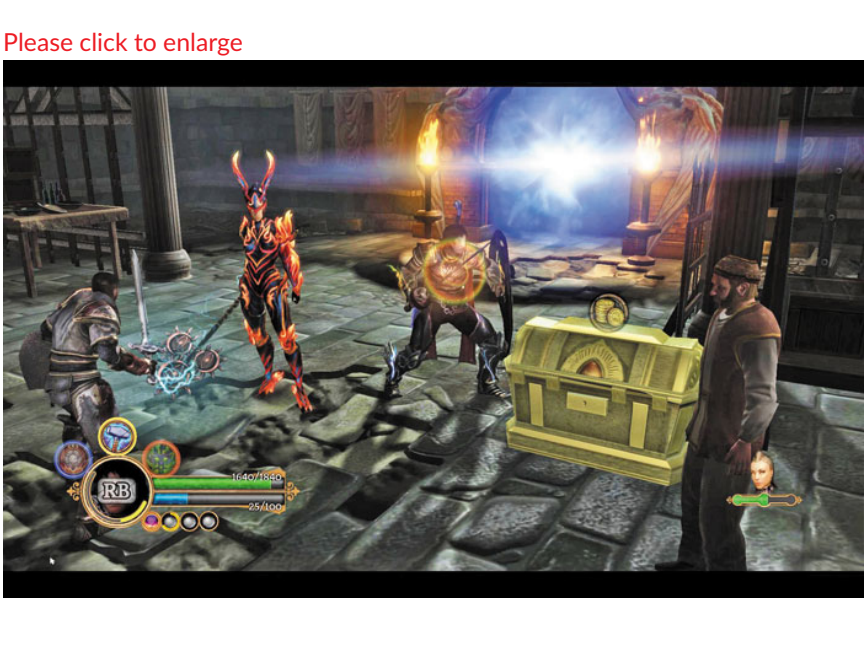
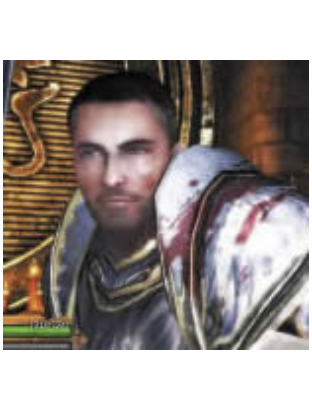


You must make haste to the Mournweald and ensure that Jeyne's plot doesn't succeed. Ride the lift all the way back down the Spire—it will take you directly to a basement area, where a Causeway gate stands. If you freed Fitch from the Spire Dungeon during the "Dungeon Siege" side quest, you'll find him selling his one-of-a-kind wares next to the gate—take a moment to browse the precious goods he offers. If you didn't free Fitch, you can open a large treasure chest in this area to claim a few pieces of precious loot instead. (The chest will have already been looted by Fitch if you chose to set him free.)

Marten Guiscard



As you near the Causeway gate, Marten stops to speak with you one last time. It's been a long and arduous journey, and Guiscard offers you some parting advice. After hearing him out, tell Marten "I understand" to gain Influence with Lucas. Or, say "Don't follow me" to earn Influence with Anjali instead.

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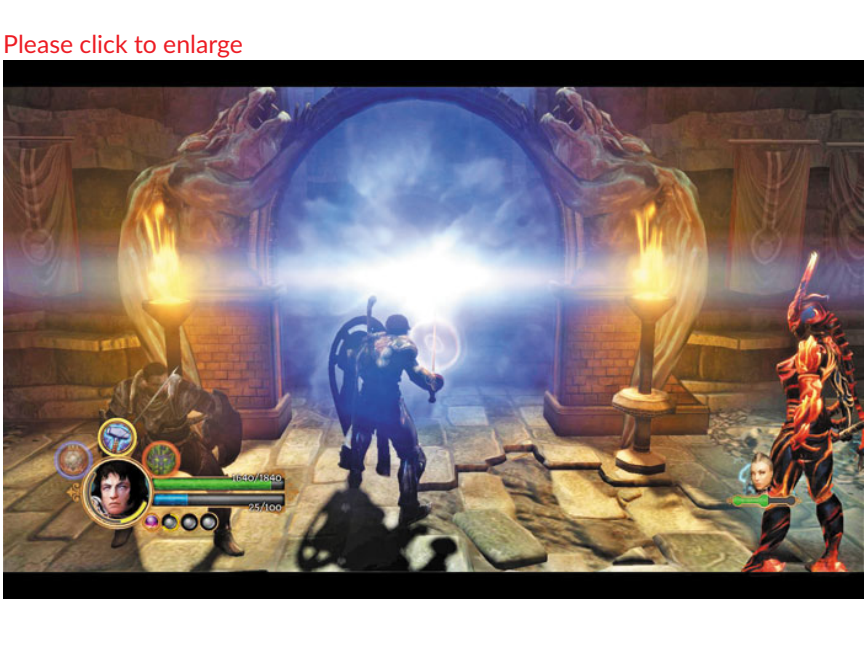


When you're ready to proceed, step through the shimmering Causeway portal to arrive at the Causeway hub. Sprint down the linear path and enter the far Causeway gate to return to the Legion's Rukkenvahl chapterhouse.

Armand du Blanc greets you at the chapterhouse's Causeway gate, but he isn't selling any gear. Instead, you find Armand in a panic: the entire valley is under attack! Follow Armand to find the mayor of Raven's Rill, Lazar Bassili, staring blankly out a nearby window. The mayor is watching what appear to be stars falling from the heavens and crashing down throughout the valley. Matters certainly do seem grim...

First things first: you've got to get the mayor to safety. Return to the Causeway gate, taking a roundabout route to skirt the debris that periodically falls. Once there, Armand hands you a key that will unlock the chapterhouse's basement door, granting you access to the East Forest and Mournweald. Armand and Lazar then flee into the Causeways—hurry downstairs and use the key Armand gave you to enter the East Forest.

Note

You automatically gain Influence with your current companion when you open the chapterhouse's basement door.

Find Jeyne

The East Forest is deserted—not a single spider or shiny treasure chest to be found. Archons periodically plummet from the heavens, however—back away when you see the telltale shadows appear on the ground, and dispatch these pests before proceeding eastward. Eventually, you begin to encounter frightening four-armed demons known as daevas—avoid these creatures' fiery volleys, and keep your distance while a daeva hovers in midair or you'll suffer damage.

Tip

Explore each trail to battle several archons—clear the whole forest to gain lots of XP and loot!

The Radiant Youth

The Radiant Youth suddenly materializes as you near the Mournweald. This time, the boy has come to warn you that Jeyne Kassynder is close, and she's not alone. The Youth explains that the Mournweald grew from a seed of the First Creation—the ancient forest therefore brims with the power of the old creator gods. Somehow, Jeyne has harvested this power to summon a great evil at the heart of the forest. When prompted, tell the Youth that you have "no choice" in moving forward to gain Influence with Lucas, or say that you're "looking forward to it" to earn Influence with Anjali. Or, ask the Youth for "any helpful advice" to gain Influence with Katarina instead. The Youth then reveals that destroying the evil that Jeyne has summoned will undo her efforts and cause her reborn archons and daevas to crumble to dust.

Confront Jeyne

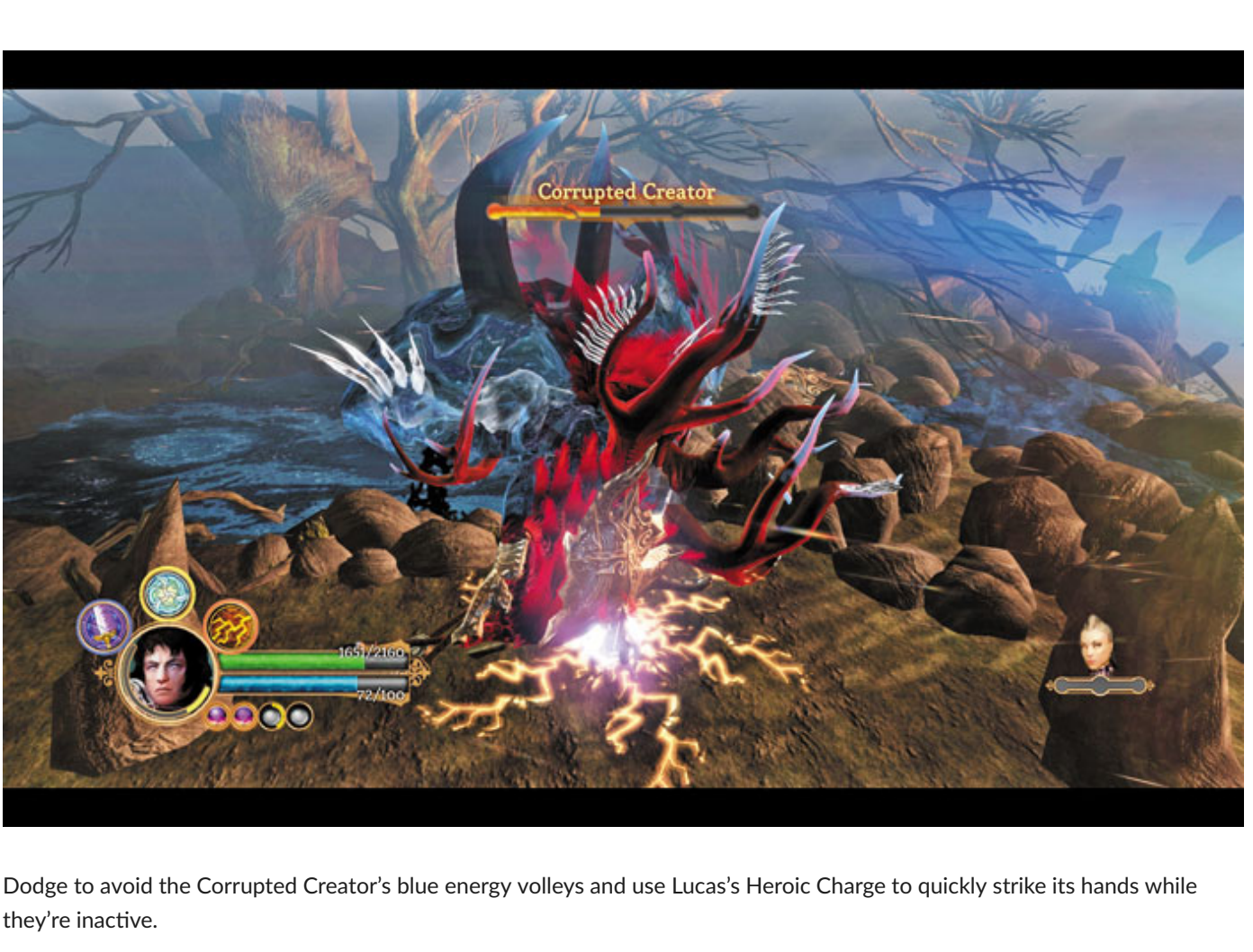
Continue eastward after speaking with the Radiant Youth, slaughtering many more archons and daevas on your way to the heart of the Mournweald, where Jeyne awaits. Again, there's nothing of interest to discover on your way to the final showdown.

Final Boss: Corrupted Creator

Jeyne has summoned a monstrous creature into existence—a twisted rendition of an old creator god. Fortunately, your powers should be near godlike by this point, so all hope is not lost. The Corrupted Creator primarily attacks with its two giant hands, using its left to summon archons and scraping its right across the ground to create trails of searing blue flame. These dangerous appendages also double as the Corrupted Creator's weak points—fire on them from afar or attack them up close while the hands aren't in use.

Dodge to avoid the Corrupted Creator's blue energy volleys and use Lucas's Heroic Charge to quickly strike its hands while they're inactive.

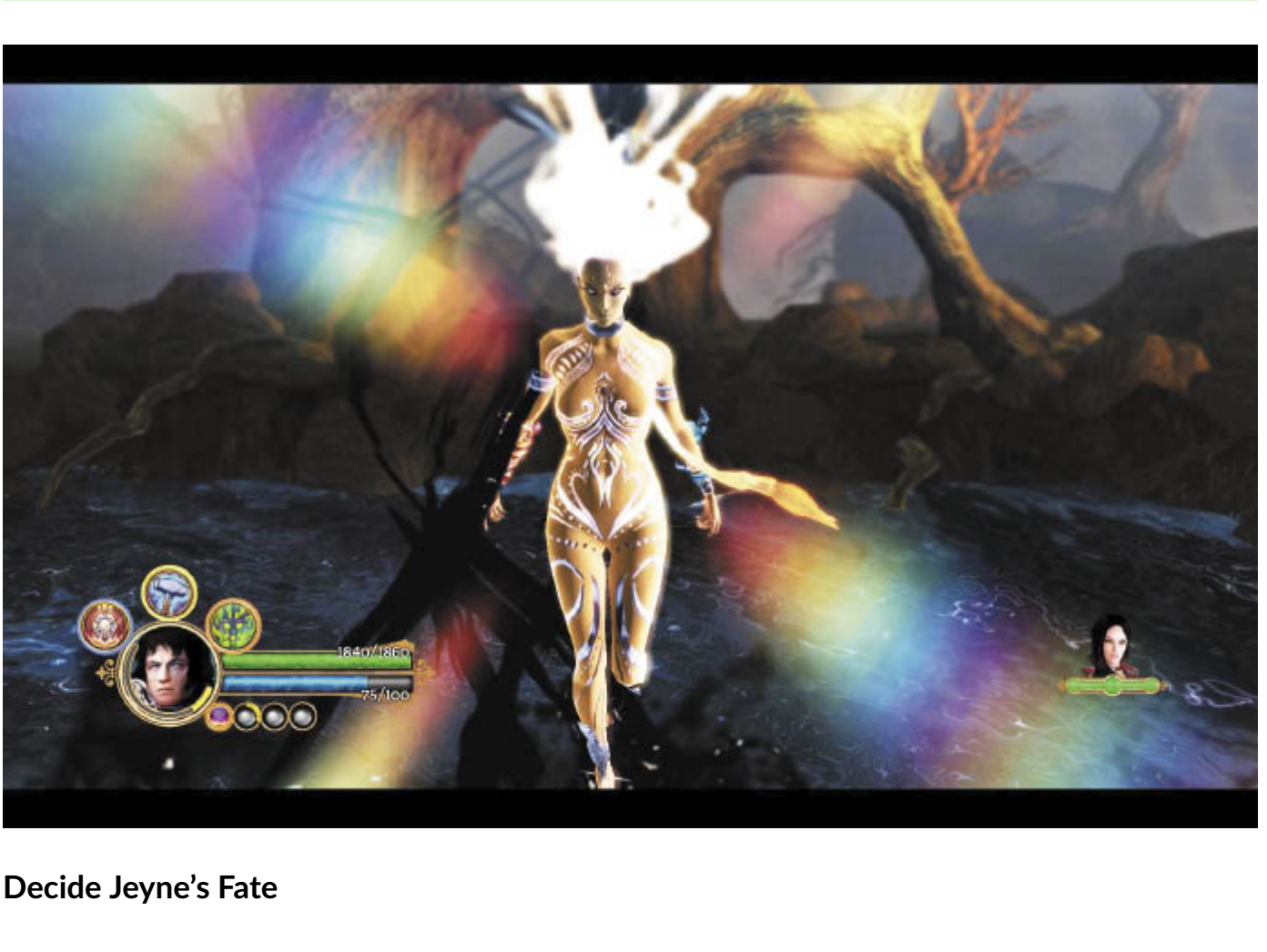
The Corrupted Creator's right arm is destroyed after half of its health is depleted, and the pace of the battle changes. The Creator now begins to summon daevas and dakkenweyrs in addition to archons, and periodically fires a sustained laser from its forehead. Simply slaughter or avoid all of the Creator's minions—the Corrupted Creator will then spew a thick wave of black bile before collapsing for a brief time. Take cover behind a rock to hide from the Creator's attacks, then rush forward and assail the Creator's exposed head before it rises once more. Repeat this until the Corrupted Creator is at last undone.



Dodge to avoid the Corrupted Creator's blue energy volleys and use Lucas's Heroic Charge to quickly strike its hands while they're inactive.

Tip

When you're near death, simply evade the Creator's vicious minions until the boss sucks them up. Then quickly hide behind a rock to avoid the forthcoming bile.



Decide Jeyne's Fate

With the reborn god destroyed, Jeyne's fate is all but sealed. None of her former servants are left to protect her—the Legion's greatest foe is in your custody at last! The Radiant Youth soon appears; question the child to learn that the Mournweald's mysterious power has vanished along with the demise of Jeyne's twisted god. Probe Jeyne afterward to learn more about what drove her to cause so much chaos and bloodshed over the years. Weigh Jeyne's words carefully, then determine her fate: either choose to kill Jeyne, or grant her mercy and spare her life. You've come to the end of this long journey, so the decision you make affects how the ending unfolds. Congratulations, you've beaten the game!

Note

See the appendix for a complete list of game endings, along with the choices you must make during the adventure to view them.